Anthony Sokry

Software & Game Developer

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EXPERIENCE

QA Test Analyst
Test Assured @ Meta Reality Labs
Sep 2021 - Present
- Execute ADB commands and Python scripts to run test cases
- Test software on Mac and Windows devices with VR headsets
- Conduct black-box testing and record software behavior
- Operate in command-line and internal tooling
- Track and update tasks on software and hardware defects
- Develop and execute new test cases and strategies for products.
- Provide detailed reporting and results to the team
- Transition research products to production level testing
- Provide troubleshooting and technical support
- Expand on testing routines, onboarding, and technical solutions
- Attend daily SCRUM meetings

User Experience Intern
New Art City
Dec 2020 - Apr 2021
- Discuss accessibility requirements for New Art City(NAC) virtual exhibition platform
- Document accessibility features on spreadsheet
- Draft and finalize accessibility document following Voluntary Product Accessibility Template standards
- Assist in the ideation and design of anniversary festival hub area
- Illustrate and present virtual hub concepts
- Design and built 3D model of central hub building using Blender
- Implement NAC art assets and promotional material into NAC Festival 2021

Web Director
Game Development Club
Aug 2020 - May 2021
- Architect Bootstrap website and host on GitHub
- Maintain and update club website
- Develop front end solutions through HTML, CSS, and Javascript
- Trained new officer in web architecture and development
- Coordinate web team of 3 to develop React forum: Knowledge Base
- Streamline development by creating modular CSS styling in all Knowledge Base article pages
- Work in development cycle: client requests, feature implementation, user feedback, and troubleshooting
- Manage version control of all websites using Git
- Incorporate embedded videos and external links
- Developed 6 games using GameMaker Studio and 7 games on Unity

EDUCATION

BFA: Digital Media Arts
Minor: Computer Science
San Jose State University
Dec 2020

ORGANIZATIONS

Game Development Club
AR / VR Club
CADRE Mentorship Program
CADRE Student Organization

CODE & TECHNOLOGY

- C#, Java, Python, ADB, Processing
- HTML, CSS, JavaScript, React
- P5.js, A-Frame, AR.js, Three.js
- Node.js, Git, Command Line, Firebase
- Unity, GameMaker
- Adobe Creative Suite, VS Code
- Maya, Blender, Fusion 360

PROJECTS

Online Persona
asokry.github.io/online-persona/#/
- Developed React website to gather users data about online identity
- Used Node.js to manage 5+ node packages and test on localhost server
- Designed survey using Bootstrap components for data collection
- Managed 20+ total data on Firebase
- Version control using Git
- Built and deployed to GitHub pages using Command Line
- Implemented HashRouter to route JS files on DOM for GitHub pages navigation
- Created 3 data visualizations using p5.js and Three.js separately
- Displayed on Dreamscape virtual art exhibition with 30+ artists

Goodbye Sunny
mrpergerson.itch.io/goodbye-sunny
- Develop Top-Down game in Unity 3D
- Dying MMO Game Jam submission
- Daily scrum meetings with team of 6 for 2 and half weeks on Discord
- Version control through Git pipeline
- 250+ views and 70+ downloads
- Authored 10 C# scripts and designed UI scene to overlay main scenes
- Simulated MMO chatting experience
- Architect dialogue and UI system using Object Oriented Programing
- Created scripts for reading static Inky files in Unity
- Designed scalable chat box and UI to fit different screen resolutions
- Incorporated singleton design pattern into manager scripts
- Documented unity component usage through scripting comment