

# Anthony Sokry

Software & Game Developer

## EXPERIENCE

### Co-Founder / Vice President / Web Director

#### CADRE Mentorship Program

Aug 2020 - Present

- Co-founded academic leadership organization for digital media art students of 20+ members and led web team of 3 as web director
- Deployed website using Bootstrap and GitHub
- Reviewed sign up applications and interviewed mentor applicants
- Led technical team setup of virtual art gallery: Collective Conscious
- Developed exhibition website, created 3D models, and arranged 15+ assets on New Art City platform
- Develop 9 comment web apps using Firebase and React for individual Collective Conscious artworks
- Co-host on Collective Conscious reception day on Zoom meeting of 80+ people
- Web director of newly formed web team of 3
- Trained officers in React architecture, development, and deployment
- Migrated Bootstrap website to React with new corporate design
- Incorporated accordion feature using React hooks
- Worked in development cycle of delegating tasks, merge branches, resolve conflicts, and deployment

### Web Director

#### Game Development Club

Aug 2020 - Present

- Developed Bootstrap website and deployed on GitHub
- Maintained and updated website with weekly announcements
- Developed front end solutions through HTML, CSS, and Javascript
- Designed event page framework to be reusable and customizable
- Trained new officer in web architecture and development
- Coordinated with web team of 3 to develop React site: Knowledge Base
- Accelerated pipeline through modular CSS for React articles
- Worked in development cycle of client requests, feature implementation, user feedback, and bug fixes
- Managed version control of websites using Git

### President

#### AR / VR Club

Feb 2020 - Dec 2020

- Organized and oversaw club meetings
- Consolidated semester schedule to be straightforward for officer cabinet of 3
- Expanded officer cabinet to 6 people total
- Communicated and assigned tasks to officers
- Instructed 3 officers on workflow for event preparations
- Trained new officer how to use Discord
- Boosted member participation in online format
- Led 2 A-Frame/AR.js Workshop
- Discussed club experience at Silicon Valley Women in Engineering online event

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## CODE & TECHNOLOGY

- C#, Python, Java, Processing
- HTML, CSS, JavaScript, React
- P5.js, A-Frame, AR.js, Three.js, Arduino
- Node.js, Git, GitHub, Firebase
- Unity, GameMaker
- Adobe Creative Suite
- Blender, Maya, Fusion 360
- Notion, Discord, Zoom

## PROJECTS

### Crab Life: Algae Bandit

Programmer | [Live Link](#)

- Developed 2D top-down game as WebGL and hosted on Itch.io
- 100+ views and 70+ browser plays
- Co-created 3 month timeline with milestones and prioritized tasks on Notion
- Met for monthly scrum meetings and weekly check-ins with a team of 5
- Managed version control on GitHub and programmed combat system in C# and Unity
- Coordinated with artist and designer to implement sound and animation
- Debugged knockback effect, punch collisions, and sound effect syncing

## Knowledge Base

Web Director | [Live Link](#)

- Developed React website with team of 3
- Uses Node.js to manage node packages and test on localhost server
- Coordinated with designer to create layout and web functionality
- Contain game development articles produced by club members
- Managed version control on GitHub
- Implemented HashRouter routing to load JS pages in the DOM for GitHub pages navigation
- Incorporated reusable "ScrollTo" function for individual article pages
- Set timeline and prioritized tasks on Notion

## EDUCATION

**Bachelor of Fine Arts in Digital Media Arts**

**Minor in Computer Science**

San Jose State University, Dec 2020