Anthony Roybal
Software Developer

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Irvine, CA 📍

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github.com/Archeleus21

Passionate Software Developer with 2 years experience in personal projects, seeking an associate developer position. Team player with a positive attitude and a hunger to learn and develop. Accountable, solution seeking leader, with the ability to go above and beyond to meet deadlines. Worked on several personal projects in Unity to include shaders, 2D and 3D games, and familiar with Unreal blueprints. Also, has experience using HTML, CSS, and JavaScript for Front-End Development.

WORK EXPERIENCE

Game Tester
Netmarble

01/2018 – 01/2019   *Los Angeles, CA*

Achievements/Tasks
- Analyzed pre and post released products that had newly added content.
- Provided feed back on products to include bugs, UI issues, issues with game mechanics in order to improve current features.
- Worked on single day projects and on an as needed basis.

Quality Assurance Tester
Escape Games VR

09/2016 – 10/2016   *Irvine, CA*

Achievements/Tasks
- Analyzed products, documented and tracked bugs, as well as tested newly implemented designs.
- Installed and configured computer systems to include hardware and software for Clients who purchased VR packages.
- Collaborated with development team on new implementations and designs for future projects.

Administrative Specialist Supervisor
U.S. Marine Corps

06/2014 – 03/2016

Achievements/Tasks
- Managed 8 personnel that provided customer service dealing with pay, orders, and travel arrangements using the Defense Travel System.
- Managed and tracked travel arrangements, delinquency reports, including analyzing expenses for over 900 employee.
- Designed and implanted new tracking system for travel arrangements and expenses, which resulted in an increase of efficiency by 12%.
- Managed team that prepared the Defense Travel System for inspection, that resulted in achieving a "100% compliance" .

Infantry Team Leader/Rifleman
U.S. Marine Corps

03/2011 – 06/2014

Achievements/Tasks
- Managed 3 personnel in order to increase proficiency in infantry tactics, physical fitness and tactical exercises.
- As a Martial Arts Instructor, increased company combat readiness up to Marine Corps standards by developing and training personnel using the Marine Corps Martial Arts Program.
- Achieved Proficiency in multiple weapon systems, non-lethal tactics, and hand-to-hand combat at the brown belt level.

EDUCATION

Bachelors of Science Visual and Game Programming
The Art Institute of California

04/2016 – 03/2019

Associates of Science in Computer Applications and Programming
ITT Technical Institute

2002 – 2004

SKILLS

C++   C#   Lua   HTML   CSS   JavaScript

CG   Unity   Unreal Engine   3ds Max   Maya

Photoshop   Git   GitHub   Sourcetree

PERSONAL PROJECTS

Alien Attack (C# Unity Engine) (07/2018 – 09/2018)
- Prevent the aliens from abducting their cattle.

Alien Escape (C# Unity Engine) (01/2018 – 05/2018)
- 2.5D side scroller to avoid obstacles to get from the starting platform to the finish platform.

-View website for more projects

CERTIFICATES

Complete C# Unity Developer 3D Course (10/2018)

Ultimate Guide To Game Development With Unity Course (10/2018)

Learn Modern OpenGL Programming Course (11/2018)

Shader Development For Unity With CG (11/2018)

Unity Networking Course (12/2018)

Lua Programming With LOVE (05/2019)

Data Structures And Singly Linked List (05/2019)

-more on LinkedIn Profile