

SELECTED PROJECTS

Overnight - Unreal, C++

Single player horror game. Team of 8 (2 Engineers).
Developed interactions mechanisms for interacting with items in the environment including quest items, built darkness areas in the environment that affect vision and cause noises to trigger. Expected release May 2018.

Cube.io - C#

Networked multiplayer game. Team of 2. Agar.io clone.
Developed a dedicated server and game clients using JSON as the communication protocol, leaderboards website, game mechanics such as viruses that hurt players and PvP damage. Built from scratch using SFML.
Released Nov. 2015.

Chef It - Unity, C#

2D roguelike. Team of 4 - 1 Engineer.
Developed random distribution system and loot table editors and tools for Unity, unit AI, turn managers, inventory systems, stats, and procedural generation. Released Dec 2017.

Sprite Editor - C++, QT

Sprite editor program similar to paint. Team of 1.
Developed a Model, View, Controller for creating sprites, sprite sheets, and gifs. Built tools for quick design iterations. Exporting and saving file support.
Released Apr. 2016

Glitch Ball - Unity, C#

Local 4 player competitive party game. Team of 15 - 6 Engineers.
Developed player movement mechanics. Designed levels and environmental mechanics. Developed UI. Built tools for quick design iterations on players and levels. Expected release May 2018.

Tank Game - Unreal, C++

Single player tank battle game. Team of 1.
Developed character controllers for tank and AI. Extensive use of blueprints and C++. Developed menus and game managers. Tanks use Unreal's navmesh pathfinding. Released February 2018.

WORK EXPERIENCE

University of Utah - C.S. Teacher's Assistant

(Jan. 2017 - Current)

Taught weekly labs on programming concepts such as testing, source control, threading, code debugging, object-oriented programming, etc. Heavily involved in judging code quality and performing quality assurance and code testing. Mentored other students one on one.

EDUCATION

University of Utah - B.S. Computer Science E.A.E

Spring 2015 - Expected graduation date Fall 2018

PROGRAMMING LANGUAGES

C#	Java
Python	HTML / CSS
C / C++	SQL

TOOLS

Linux	GDB
Unix Terminal	Git / Github
Visual Studio	Trello
QT	Hack n' Plan
Eclipse	Slack Chat
Maya	Unity 3D
Hansoft	Unreal 4

OTHER SKILLS

Excellent Written and Verbal Communication
Client / Server, Peer to Peer Architectures
Strong Attention to Detail
Problem-solving
Agile / Scrum Development
Highly Motivated and Proactive
Debugging and Diagnostics
Quality Coding Practices and Testing Methods
Cooperative Team Player
Understands concurrency, memory, and performance

RELEVANT COURSES TAKEN

Software Design 1 & 2, Databases, Operating Systems, Computer Systems, Data Structures, Algorithms, Artificial Intelligence, Linear Algebra, Calculus, Physics for Engineers, Computer Networking

LANGUAGES SPOKEN/WRITTEN

English, Tagalog