

PROJECTS

Glitch Ball - Unity, C# - Engineer

Local 4 player competitive party game. Team of 16.

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.

Chef It - Unity, C# - Lead Engineer

2D roguelike. Team of 4.

Developed random distribution system and loot table editors and tools for Unity, unit AI, turn managers, inventory systems, stats, and procedural generation. Expected release May 2018.

Cube.io - C# - Lead Engineer

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.

Temporary Housing System - Java, MySQL - Lead Engineer

Similar to AirBnB. Team of 2.

Built command line and web frontend for a temporary housing system with a MySQL backend. Designed the database system, ER relationship model, and MySQL queries API. Released Apr. 2016.

Aqua Blaster - C++, QT, MySQL - Engineer

Interactive learning game. Team of 7.

Implemented rigid body physics using the Box2D physics engine. Built login system using a MySQL for teachers and students. Created editor building problem sets and importing them into game. Released Apr. 2015

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, etc. Heavily involved in judging code quality and performing quality assurance and code testing. Mentored other students.

EDUCATION

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

Spring 2015 - Expected graduation date Fall 2018

PROGRAMMING LANGUAGES

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

Applying Quality Coding Practices and Testing Methods

Agile/Scrum Development

Highly Motivated and Proactive

Debugging and Diagnostics

Web Frontends and RESTful Services

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