CHRISTIAN ROY *Software Engineer*

www.christianisaacroy.com   **christianroy@outlook.com**   **(385)414-1515**

PROJECTS

Glitch Ball – Unity, C# – Engineer

4 player competitive party game. (Team of 16).
Involved with player movement and mechanics, environmental mechanics. Worked with UI elements and menus. Built tools for quick design iterations on player mechanics. 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 dedicated servers and game clients using JSON, leaderboards website, game mechanics such as viruses that hurt players, PvP damage, etc. Built from scratch using SFML. Nov. 2015

Temporary Housing System – Java, mySQL – Lead Engineer

Similar to AirBnB. (Team of 2).
Built command line and web interfaces for a temporary housing system. mySQL backend. Designed the database system, ER relationship model, and mySQL queries API. Apr. 2016

Aqua Blaster – C++, QT, mySQL – Engineer

Interactive learning game. (Team of 7).
Implemented falling objects physics with Box2D physics engine. Built login system using mySQL database for teachers and students. Created editor for instructor to create problem sets for students to solve. 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, 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	Java
C++	HTML/CSS
C#	SQL

TOOLS

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

OTHER SKILLS

Excellent Written and Verbal Communication

Client / Server, Peer to Peer Architectures

Committed to Quality Coding Practices and Testing

Agile/Scrum Development

Highly Motivated and Proactive
Debugging and Diagnostics
Strong Programming Aptitude
Team Player

RELEVANT COURSES TAKEN

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

LANGUAGES SPOKEN/WRITTEN

English, Tagalog