Isaac Holloway
SOFTWARE DEVELOPER

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LINKS

Portfolio

YouTube

Github

TOOL STACK
- C#
- ASP.NET
- MySQL
- Javascript
- React
- TailwindCSS
- Lua
- Python
- Git

DEV EXPERTISE
- .NET C# Development
- ASP.NET & MVC Development
- Full-Stack Application Development
- Authentication Implementation
- Client/Server Development

Experience

Game Programmer
AnkleBreaker Studio - June 2023 to May 2024
- Developed systems for ranged weapons, physical projectiles, & explosions making use of heavy vector math, algorithms, performant net-code, and efficient data structures.
- Regularly profiled and optimized unperformant code, at times increasing performance by 25%.
Tech used: Unity3D, C# .NET, Plastic SCM.

Game Programmer
RLTY - June 2023 to May 2024
- Developed Game Station/Session systems, allowing players to queue up together to compete in instanced party games.
- Developed Game tools system for designers to easily implement gameplay features without writing any code.
Tech used: Unity3D, C# .NET, Plastic SCM.

Game Programmer
Horizon Network - July 2021 to September 2022
- Developed core gameplay for a large player base, including implementing tons of gameplay features and pushing live updates to thousands of active players.
- 4 major updates, 1,207 commits, 6 repositories, and generated over $20,000 in revenue within a year.
Tech used: Garry's Mod, LUA, MySQL, Pterodactyl Server Panel, Ubuntu Linux.

Full Stack Web Developer
Create - Sep 2022 to July 2023
- Worked closely with designers to develop front-end components.
- Developed performant back-end solutions including database repositories & controllers.
- Reviewed code in pull requests for other team members.
Tech used: React, TypeScript, GraphQL, PostgresSQL, TailwindCSS, TypeORM, & NextJS.

Github Portfolio

Chat Application │ ASP.NET, C#, SignalR, TailwindCSS
- Developed a real-time chat app using SignalR for live updates & multi-user communication.
- Designed scalable architecture to support future features.
- Github: MeChat

Blogging Application │ ASP.NET, C#, Bootstrap
- Developed a simple blogging app for creating, editing, & deleting posts using MVC pattern.
- Implemented sorting by newest & last edited.
- Github: UBlog

Authentication Application │ ExpressJS, MySQL
• Developed a simple authentication app allowing users to register an account, login, & request a password reset.
• Github: ExpressJS-Login-App

Boom CLI │ NodeJS
• Developed a command line interface tool for speeding up common github operations.
• Github: Boom

World of Warcraft Gameplay Features │ Unity C#, Fishnet
• Developed World of Warcraft gameplay features in C# using Unity game engine & Fishnet networking library.
• Designed to work for both client/server and P2P structured networking.
• Github: Wow-GameplayFeatures