

# Dennis Co

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## Professional Experience

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**Epic Systems** – Verona, WI

Aug 2013 – Oct 2016

Software Developer

- Restructured client-side framework of CDS tool to utilize JavaScript, HTML, and CSS within a VB WebBrowser control
- Collaborated with UX designers to rapidly design and develop prototypes for usability testing
- Implemented and released new interface of CDS tool reaching thousands of end-users daily
- Developed front-end of CDS tool while working closely with back-end developers to migrate CDS application from Visual Basic 6.0 to web
- Developed data conversion to reduce index disk space usage for customers by up to 15%
- Reviewed technical designs and performed code reviews

**PennyPop** – San Francisco, CA

Jun 2012 – Aug 2012

Quality Assurance Intern

- Tested and reported on issues found through manual testing of iOS game
- Developed automated testing tool for slot machine game to simulate millions of spins with custom reel and payline configurations to quickly measure and balance payout ratios

## Projects

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**Boop** – Independent Project

Sep 2017 – Present

Mobile game in which players draw various gestures to poke animals on the nose

- Conceptualized game design, implemented mechanics, and designed interface using C# scripts in the Unity game engine

**Boba Now!** – Independent Project

Jun 2017 – Jul 2017

Hybrid mobile application to find nearby bubble tea locations built with the Ionic framework

- Used Yelp Fusion API to find nearby locations and Google Maps API to display search results

**Blockle Sprint** – Independent Project

Feb 2017 – Mar 2017

Cross-platform Tetris clone in which players attempt to clear 40 lines as quickly as possible

- Implemented gameplay mechanics and interface with Unity

**Prismatic Showdown**

Feb 2013 – May 2013

Multiplayer game in which players compete to transform a blank playing field into a mess of colors

- Implemented in-game GUI, menu, and tutorial screens with Unity
- Received Excellence in Multi-Player Award and People's Choice Award: Most Innovative at Rensselaer's GameFest 2013

## Technical Skills

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**Languages:** Javascript, HTML, CSS, Python, C#, Visual Basic 6.0

**Databases:** InterSystems Caché

**Applications:** Visual Studio, Unity 3D

## Education

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**Rensselaer Polytechnic Institute** (Troy, NY)

May 2013

Bachelor of Science – Computer Science