

## EXPERIENCE

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### Software Engineer, Cloud > Filmtools

Burbank, CA > 2022 - 2024

- Spearheaded the scaling of numerous client-facing services and systems to production, leading the entire development lifecycle – from conceptual research to system design, full-stack development, UX/UI design, testing, deployment, and documentation. Delivered initiatives:
  - > Cloud computation SaaS for low-latency access to high-performance GPU processing; delivering end-user requests over Node.js stack to the REST API backend to handle network-wide VM state management, fulfilling access reliably and securely at scale.
  - > Remote post-production editorial over the cloud, leveraging the open-source framework vdo.ninja and ensuring stream sync via self-deployed Web-RTC TURN protocol and adaptive bitrate allocation. Scripted dependency support for Mac OS and Windows.
  - > Optimized prompts for OpenAI's GPT-4 API to interpret price-sheet submissions made to a Flask-based interface for automated NetSuite database updates.

### Staff Developer, Unity > USC Sidney Harman Academy

Los Angeles, CA > 2021 - 2022

- Drove development of the 3D/VR experiences: *The Path Ahead* and *Bunker Hill VR*, interfacing with multidisciplinary teams. Implemented player control, physics, procedural terrain, volumetric particle effects, NPC AI, and other core mechanics in the Unity engine.
- Extended USC's Scalar publishing platform via JavaScript API to meet the requirements of individual articles of authored scholarship. Held office hours for researchers publishing with Scalar, providing guidance on platform-usage and implementing requested API features.

### Maya C++ Developer > Pixerati

Los Angeles, CA > 2021

- Developed an Autodesk Maya SDK plugin to facilitate procedural regeneration of mesh objects within the realtime 3D environments of Unreal Engine. Utilizes Maya's C++ API to optimally serialize the vertices, UV maps, and textures of selected meshes in a scene for export.

### IT Specialist > Bento Box Entertainment

North Hollywood, CA > 2019 - 2021

- Interfaced with directors, writers, artists, and timers; resolving support tickets across the production pipelines of:
  - > *Bob's Burgers* (Fox), *The Bob's Burgers Movie* (Disney), *Central Park* (Apple), and *The Prince* (HBO)
- Timely transitioned the enterprise network to a secure, VPN-driven remote workflow in the advent of COVID-19.

## EDUCATION

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### Master of Science in Artificial Intelligence > University of Southern California

2021 - Pres.

- Paused at 16/32 units. Took leave to pursue work prospects.

### Bachelor of Science in Computer Science > California State University, Northridge

2014 - 2018

## PROJECTS

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### 5x5 Go Minimax Agent > AI Game-Playing

2022

- Implemented a heuristic-led Alpha-Beta pruning algorithm to win 5x5 Go versus other intelligent agents.
- Achieved 65% win-rate over publicly available competitive Alpha-Beta agents, and 42% versus Q-learning.

### TensorFlow Q-Learning > Reinforcement Learning

2021

- Optimized an MDP agent for training under GPU to virtually play and solve OpenAI Gym's Atari Breakout.
- Achieved consistent game-winning reward values within 28 training episodes; logged in Jupyter Notebook.

## SKILLS

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**Programming** > Python, C++, JavaScript  
**Machine Learning** > OpenCV, TensorFlow  
**3D & FX** > Maya, Unreal, Unity, WebGL

**Full-Stack** > Node.js, Express.js, Vue.js, Socket.io, Flask, SQL, Redis  
**DevOps** > Docker, Nginx, OAuth, AWS EC2, Lambda  
**Virtualization** > libvirt, Proxmox, KVM