

Erick Callisaya

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<https://github.com/Ideticalwheel5> | <https://www.erickcallisaya.com/>

Summary

Software Engineer with a solid background in game engineering and web development, proficient in C++, Java, and Python. Experienced in prototyping and designing robust systems, with a strong foundation in computer science. Eager to contribute technical skills and analytical expertise to build and operate hyper-scale, database services.

Skills

- **Programming & Databases:** C, C++, C#, Java, Python, Kotlin, MySQL, JSON, .NET, Software Engineering
- **Web & Mobile:** HTML, Web Design, Mobile Applications, JavaScript
- **Game Development:** Unreal Blueprints, AI Behavior, Gameplay Mechanics, State Machines, Prototyping, Unity

Work Experience

Derma Finance

2025 - Present

Web developer

St. George

- Developed dynamic websites using JavaScript, focusing on interactive user experiences and scalable design principles applicable to distributed systems.
- Implemented and managed API integrations with third-party services to ensure fluid data flow and robust functionality, aligning with best practices in troubleshooting large-scale applications.
- Supported team onboarding and client education by creating technical documentation and guiding walkthroughs of platform features, facilitating effective collaboration and system monitoring.

Trader Joe's

Jan 2020 - Aug 2023

Crew Member

Salt Lake City, Utah

- Excelled in shelf stocking and customer checkout, contributing to a positive store atmosphere by efficiently managing tasks and ensuring customer satisfaction.

Education

University of Utah

Jan 2021 - May 2025

Bachelor of Computer Science, Electronic Arts Emphasis

Salt Lake City Utah

Projects

Clockwork Sword | https://store.steampowered.com/app/3433330/Clockwork_Sword/

Aug 2024 - May 2025

Clockdrive Games

Salt Lake City Utah

- Developed and maintained core game systems using state machine architecture, ensuring secure, scalable, and reliable implementation while conducting detailed playtesting to identify and document critical bugs for rigorous debugging and optimization.
- Designed and implemented engaging AI behaviors and environmental hazard modules, performing thorough code reviews and collaborating with cross-functional teams to integrate robust, secure game components.

A Tail of Two Paw-rtners | <https://www.erickcallisaya.com/ATOTP.html>

Jan 2024 - May 2024

Paw-zzle Games

Salt Lake City Utah

- Directed the development and implementation of advanced enemy AI systems with state-driven logic, aligning with secure software engineering practices and strategic product roadmaps.
- Led the engineering team in building and integrating core gameplay mechanics, collaborating across functions to adhere to software testing principles and ensuring timely project delivery
- Oversaw the design and refinement of gameplay elements by prioritizing robust defect resolution and detailed process documentation to enhance overall system performance.

Mobile Drawing App | <https://www.erickcallisaya.com/DrawingApp.html>

Jan 2024 - Dec 2024

University Of Utah

Salt Lake City, Utah

- Developed an Android drawing app using Kotlin and Android Studio, collaborating with a team.
- Integrated Google Firebase services for cloud-based file storage, secure access control via JSON-like rules, and user authentication.
- Implemented features for saving and uploading drawings, managing user data, and ensuring reliable backend functionality.