

Erick Callisaya

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Summary

Software Engineer graduate with strong foundation in Java, OOP principles, data structures, algorithms, and relational databases. Developed backend prototypes and API integrations using Java and Spring Boot, improving system performance and reliability. Collaborated on code reviews, debugged complex issues, and optimized deployment processes with Git and Docker. Committed to continuous learning and contributing to scalable fintech solutions.

Skills

- **Programming & Databases:** C, C++, C#, Java, Python, Kotlin, MySQL, JSON, .NET, OOP Principles, Data Structures, Git
- **Web & Mobile:** HTML, Web Design, Mobile Applications, JavaScript, TypeScript, Angular, Rest APIs
- **Game Development:** AI Behavior, Gameplay Mechanics, State Machines, Prototyping, Unity, Unreal Engine

Work Experience

Trader Joe's

Crew Member

Jan 2020 - Aug 2023

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

Derma Finance

Web developer

2025 - Present

St. George

- Develop dynamic websites using JavaScript and TypeScript, applying OOP principles to create maintainable, interactive user experiences.
- Implement and manage REST API integrations to connect websites with third-party services, leveraging efficient data structures to enable fluid data flow and robust platform functionality.
- Support the onboarding and education of team members and clients by producing technical documentation, guiding walkthroughs of platform features, and collaborating via Git workflows.

Education

University of Utah

Bachelor of Computer Science, Electronic Arts Emphasis

Jan 2021 - May 2025

Salt Lake City Utah

- GPA: 3.34

Projects

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

Aug 2024 - May 2025

Salt Lake City Utah

Clockdrive Games

- 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.

Bluetooth Score Keeper

Refactor Reality

Oct 2025 - Nov 2025

Roy Utah

- Developed a multi-tier, real-time score-keeping system using Kotlin and Jetpack Compose, enabling a Wear OS smartwatch to control a remote Scoreboard UI (Phone/Tablet) via secure, local networking protocols.
- Engineered the Watch-to-Phone link utilizing the Wearable Data Layer API (and with priority) for low-latency, resilient data transfer between the Pixel Watch 4 and the host device.
- Established the Phone-to-Tablet link using the Google Nearby Connections API (specifically, the strategy) for high-reliability, local device discovery and data transfer without requiring an internet connection.
- Managed network resilience by implementing connection state tracking and delayed reconnection logic to prevent screen flickering and automatic re-establishment of the Nearby Connections channel after temporary disconnections.
- Built the Watch Controller UI using Compose for Wear OS, optimizing button layout and touch targets for efficient, single-hand score input.

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

Jan 2024 - May 2024

Salt Lake City Utah

Paw-zle Games

- 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

Salt Lake City, Utah

University Of 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.