Jun Mark Torii

E-mail: jtorii@uwaterloo.ca   **LinkedIn**: http://www.linkedin.com/pub/jun-mark-torii/67/150/790
Personal Website: juntorii.com   **Github:** https://github.com/JMtorii

SUMMARY OF SKILLS

- App Development: Objective-C, Swift, Java, C++, C#, ActionScript 3
- Web Development: HTML, CSS, JavaScript, JQuery, Node.js
- Software: Xcode 6, Android Studio, Unity 5, MATLAB, Adobe Flash CC, Photoshop, Illustrator

PROFESSIONAL EXPERIENCE

Lumosity (Lumos Labs), Inc., Jan. 2015 – Apr. 2015 | San Francisco, CA, USA
Games Engineer
- Began Word Bubbles production for mobile using Cocos2d-x and JavaScript
- Implemented five languages for all mobile games in production using Node.js

Lumosity (Lumos Labs), Inc., May. 2014 – Aug. 2014 | San Francisco, CA, USA
Web Games Engineer
- Created Word Bubbles 2 and implemented Portuguese and Korean for all existing games
- Used ActionScript 3, Adobe Flash CC, and Smartling

Intuit, Inc., Sept. 2013 – Dec. 2013 | Mississauga, ON, Canada
Software Developer
- Developed native mobile app, ProFile Connect, for iOS and Android
- New features include: PDF viewer for Android, iOS 7 look-and-feel, and localization

EmployTouch, Inc. (now *Ultimate Software*), Jan. 2013 – Apr. 2013 | Toronto, ON, Canada
Mobile and Java Software Developer
- Added new features for the custom MDM using GWT, Java, Hibernate, and Liquibase

CSDC Systems, Inc., May 2012 – Aug. 2012 | Mississauga, ON, Canada
Technical Consultant
- Created public portal demos for various cities and organizations
- Created forms using web services and Java methods in Alphinat SmartGuide and Liferay

PERSONAL PROJECTS

Fourth Year Design Project, Sept. 2014 – Present
- Creating an information swapping mobile app similar to Nintendo's StreetPass and Yik Yak
- Developed in Swift, Java, Apache CXF, and Tomcat

toriizuka.com / juntorii.com, Oct. 2013 – Present
https://github.com/JMtorii/toriizuka-web
- Created a personal website using HTML, CSS, Bootstrap, jQuery, Sublime, and Filezilla

Straight Comfort, May. 2014 – Sept. 2014
https://itunes.apple.com/us/app/straight-comfort/id920595652?mt=8
- Created native Android and iOS ergonomic workplace app with two roommates

Flick 'Em, Mar. 2015 – Present
- Using Unity 5 and C# to create a mobile, arcade game related to flicking object