

# Lesther Reynoso

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Software engineer with a focus on gameplay programming and a seemingly unending curiosity in various aspects of game development.

## Skills & Abilities

- Flexibility exercised through a customer driven work environment where work reprioritization would occur and participation in a small game development team where designs and time frames would change throughout the development process.
- Interpersonal skills established through conducting and participating in design and code review meetings, disseminating information as part of software release coordination or development, and exchange of technical support across several engineering teams.
- Determination, persistence and self-motivation expressed through willingness and continued pursuit of new challenges and the expansion of my knowledge base both in and out of the workplace.

## Project Experience

### **LEAD PROGRAMMER | ARTIFICIAL INFILTRATION, ASSERTIVE GAMES | NOVEMBER 2016 – MARCH 2017**

- Integrated and maintained all features as designed for a 2.5D maze platformer as quickly and efficiently as possible given the allotted time frame while providing clear and simple use of functionality within the Unity engine for easy behavior modification by other team members.

## Work Experience

### **SOFTWARE ENGINEER II | HARRIS CORPORATION | SEPTEMBER 2017 – PRESENT**

### **SOFTWARE ENGINEER I | HARRIS CORPORATION | JUNE 2015 – SEPTEMBER 2017**

- Develop new features, taking them through the entire development process from design documentation, requirements defining, code development, unit testing, code reviews, and software integration.
- Collaborate closely with teams of various engineering disciplines to integrate and test embedded improvements to data networking software for inclusion in software defined radio applications.
- Serve as build coordinator for multiple radio products and software releases streamlining the build deliverables, documentation and notification process.
- Languages: C++, C

### **SOFTWARE ENGINEERING INTERN | CAPRARO TECHNOLOGIES INC. | SEPTEMBER 2014 – MAY 2015**

- Enhanced existing web applications utilizing a custom PHP based architecture to generate a front-end user interface from content stored on external customer databases as well as design and implement a port of application functionality to existing Android applications.
- Languages: PHP, JavaScript, Java

### **SOFTWARE DEVELOPER CO-OP | NORTHERN SAFETY | SEPTEMBER 2014 – DECEMBER 2014**

- Developed a market based web application using S.O.L.I.D. and Agile development principles and provided support for existing web market by implementing, testing, and resolving issues found.
- Languages: C#, JavaScript

## Education

### **BACHELORS OF SCIENCE | MAY 2015 | SUNY POLYTECHNIC INSTITUTE**

- Majors: Computer and Information Science, Electrical and Computer Engineering
- Minor: Mathematics