

About Me

A multidisciplinary CG, VR, and Game Development enthusiast. Former lead developer, manager, and teacher of technology-focused curricula involving 3D printing and rudimentary robotics. A curious mind with a strong desire to help others understand versatile technologies. Often recognized as an ever-persistent, patient, and methodical self-learner. Works well in a team and in solitude. A steadfast communicator that is also capable of negotiating reasonable compromise.

Education

California Polytechnic University, Pomona | Bachelor of Science, Computer Science

Experience

Los Angeles Department of Water and Power | Applications Programmer

May 2018 - Current

- Managed department intranet site and responded to inter-division service requests for content updates.
- Developed front-end for future intranet web applications with ReactJs, Wordpress, and Bootstrap.
- Assisted in educating customers in managing their own intranet content modifications.

Windtree Education | Instructor, Technician, and Program Developer

April 2017 - April 2018

- Instructed students on construction, programming, and connecting to Raspberry Pi-powered robot cars.
- Provided technical training to company personnel for a wide variety of software. See "Technical Skills" section.
- Graphic design work on instructional material that dealt with construction and programming of robots, as well as proper usage of basic 3D modeling software.
- Pioneered and constructed a 3D Printing curriculum from scratch. Introduced several new technologies, workflows, and management solutions.

Rithm.io | Unity Engine VR Developer

June 2016 - July 2016

- Worked independently and headed development for a prototype virtual reality application in Unity Game Engine. See "RiVR" under "Projects" section.
- Attended AECX tech conference to interact with industry professionals and investigate software solutions for product prototype.
- Investigated and communicated comparisons of various VR solutions for meeting project objectives.

Projects

InVRasion (Working Title) | VR Asymmetrical Multiplayer Game | Unity3D, Blender | 1/2017 - Present

- Concepted and implemented a variety of weapon systems, player movement systems, UI placeholders, and gameplay mechanics.
- Managed and corrected git repository issues.
- Created character and environment game assets by utilizing Blender 3D and Open Street Maps.

TTT VR | Multiplayer VR "Mafia" Game | Unity3D | 8/2018 - Present

- Utilized Unet to set up network transforms for tracking player movement and direction, implemented multiplayer shooting, health/ damage system, and player death/respawn.

Invisible Heroes | Procedurally Generated Treasure Hunt | Unity3D | 3/2016

- Concepted and implemented a variety of weapon systems, player movement systems, UI placeholders, and gameplay mechanics.
- Implemented procedural map generation with customizable parameters from a main menu.

RiVR | Mobile VR Architectural Annotation Tool | Unity3D | 4/2016 - 7/2016

- Utilized Unity and Unet to prototype a multiplayer architectural panoramic image annotation application.

Technical Skills

Languages

C#, Java, Python, Javascript, PHP, HTML/CSS, C++, MIPS Assembly, Ruby, SQL

Software/Framework Proficiencies

- *Programming:* GIT, Visual Studio Code, Visual Studio
- *Game Development:* Unity3D, Blender, Substance Painter, Substance Designer, Unreal Engine 4
- *Web:* Wordpress, Redux, React, ReactVR, ThreeJS, A-Frame, Oracle Webcenter, Oracle Content Server
- *Adobe:* Photoshop, Lightroom, After Effects, Illustrator, Premiere Pro, Adobe Animate

Extra-Curricular

Cal Poly Pomona Game Development Club | Regular member, 3D Tutor, General Volunteer

Yume Yumiko Media Group | Website Manager, Digital Tutor, Photographer/Editor, Technical Project Lead