# Mark Favis

Phone: (510) 224-4003
E-Mail: favismark@gmail.com

## Objective

To obtain a position as a Software Engineer in an environment that utilizes teamwork effort for researching, learning and developing new high-tech products.

## Skills

### Technical

- C, C++ / Microsoft Visual Studio
- Java / NetBeans, Eclipse
- Mobile Development – iOS & Android
- C# / Unity 3D, MonoDevelop
- Web Dev - Html, PHP, CSS, MySql, JavaScript

### General

- Works well under time constricted tasks
- Dependable, pays attention to detail
- Highly driven and motivated
- Collaborative

## Education

### University of Santo Tomas                                June 2006 - March 2007

Studied Electrical and Electronics Engineering

### Diablo Valley College                                September 2008 - May 2012

Studied Computer Science

### San Francisco State University                        September 2013 - May 2015

Currently studying for a BS in Computer Science
Expected to graduate May 2015

## Courses

### Multiplayer Game Development
- Working on a collaborative project for the whole class to create a single multiplayer game based on Unity Engine

### Software Engineering
- Working on small teams to create a fully functional pet adoption website to be hosted on Amazon Cloud

### Interactive Multimedia Application
- Working on Android environment to produce user interactive applications

## Open Source Projects on Github

### Wingman Game & Tank Game
- A 2-player cooperative and versus game written in Java 1.6
- Wingman was carefully written in order to allow code reusability for the Tank Game
- Github account: https://github.com/Markvis

## Experience

### Part-time IT Consultant at SimStudios                        September 2014 - Present
- Tasks including maintaining equipment functionality; adapting new methods of collecting data from simulation devices and exploring new ways to deploy simulators

### Game Developer Intern at Make Games With Us SF                        June 2013 – August 2013
- Tasks included designing and creating own thought of games in the Apple iOS platform on both iPad and iPhone devices and working with iOS APIs and Cocos2D engine to run the game

### Sales Representative at Fry's Electronics                        January 2010 – January 2015
- Tasks included exceeding sales goals for the electronic components department, restocking products and following product schematics for shelf merchandise

### Customer Service Rep at Fry's Electronics                        November 2007 – December 2010
- Tasks included handling customer transactions and return, receiving phone calls and giving proper solutions to customers

**References available upon request**