
WORK EXPERIENCE**JSA-GROUP** - Business consulting and services**Middle Unity & Unreal Engine 5 developer****September 2023 - present**

Development of single player and multiplayer VR training simulators in Unity & Unreal Engine

- Integrated and optimized VR Interaction Framework to support custom interaction logic, object grabbing, and physics-based interactions, ensuring smooth performance across standalone VR platforms
- Refactored and optimized large-scale legacy codebases in both Unity (C#) and Unreal Engine (C++/Blueprints), focusing on maintainability, modular architecture, and performance improvements
- Created visual effects using Niagara VFX, as well as custom animation systems and character interaction mechanics, utilizing both Blueprints and C++ for flexible and scalable implementations

SERVICE INFORMATION PARTNERSHIP COMPANY (SIP) - Business consulting and services**Unity developer****July 2022 - August 2023**

Development of single player and multiplayer VR (Oculus Quest 2) training simulators in the field of industrial safety and labor protection

- Working with a large existing codebase and its optimization using C#
- VR UI development
- Full cycle project development
- Photon-based multiplayer implementation

UNIVERSITY OF WISCONSIN - STOUT**Game development projects****September 2020 - May 2022**

- Developed one video game in Unity 3D and C# as an independent developer, mobile game is under development.
- Implemented 2 Video Game projects with Unity 2D Game engine and C# in a group of students.
- Created a 3D game called "Newt" in a team of 12 game programmers and designers using Unreal Engine 4. Worked for 9 months with a cross functional team of 6 programmers and 6 artists to create the products under tight deadlines.
- Used blueprints in Unreal Engine 4, explored shader pipeline in OpenGL, learned JavaScript and HTML with React.js, Node.js and AJAX libraries
- Worked on the development of RESTful back-end API endpoints using PHP with MVC architecture, Bootstrap and Materialized for front-end styling
- Created 2D levels in Unity using Tile Maps, worked on animation programming
- Worked on the development of Unity VR training applications for industrial employees
- Implemented background music and SFX for "Hat High Rise" game project. Created 100+ sound compositions as a hobby. Familiar with room acoustic simulation, or sound synthesis
- Completed "Hat High Rise" and "Cat Punch Ghost" projects fully remotely

UNIVERSITY OF WISCONSIN - STOUT**Unity Programmer Intern****May 2021 - August 2021**

- Developed and published a Unity 3D application to display 3D cultural heritage objects for Minneapolis Institute of Art (MIA).
- Formulated application requirements across 5 art object exhibitions based on consultations with MIA representatives.
- Implemented 3D Unity applications features, including creation of lighting, object selection menus, user-interface, object visualization.
- Used Agile / Scrum to track progress and communicate with team members, including providing periodic reports for MIA representatives.

EDUCATION**UNIVERSITY OF WISCONSIN - STOUT****Menomonie, WI**Major: **Bachelor of Science in Computer Science (ABET Accredited)****Grad: May 2022**Concentration: **Game Design and Development**Minor: **Mathematics**GPA **3.34**, **Dean's List**

TECHNICAL SKILLS**Design and Modeling Tools:** Software development, Unity 3D / Unity 2D, Unity VR, Unreal Engine 5**Programming:** C++, C#, Java, Python, SQL, Data Structures, OpenGL, PHP, JavaScript, React, CSS**Music Software:** FL Studio, Pro Tools, Adobe Audition, Waves and other plug-ins**Tools:** Github, SVN (Subversion), Agile / Scrum