

2 years professional experience in front-end web development
4 years professional experience programming video games

Key Skills

.Net Core (C, C++, C#, ASP)
JavaScript/TypeScript
Node.JS
React.JS

Phaser.JS, PIXI.JS
Discord.JS
Unreal Engine 4 & 5
Unity Engine

Source Control (Git, Perforce, SVN)
CI/CD (TeamCity, GitHub Actions)
Arduino / Raspberry Pi
OpenGL, WebGL, DirectX 12

Professional Experience

GOAL STAFFING SOLUTIONS — ENCINO
IT Specialist — OCTOBER 2025 - CURRENT

- In charge of the computers and other technology distribution across several companies
- Interviewed software engineers for the development of an internal time tracking tool
- Developed a hardware cataloging tool to keep track of various pieces of hardware
- Managed servers and database administration for several companies
- Set up Point of Sales (POS) systems across several retail companies

DIGITAL HAZARD — REMOTE
Senior Software Engineer — MAY 2024 - CURRENT

- Led development for a PC and console top-down twin-stick shooter game in Unity (C#).
- Led development for a week long game jam tricky-towers-like game in Unity (C#).
- Architected games using OOP such as object inheritance and design patterns.
- Extensive use of pre- and post-processing technologies using DirectX such as PhysX, DLSS, and RTX technologies: Ray-Traced Global Illumination, Ambient Occlusion, Reflections, and Shadows

WAYFORWARD TECHNOLOGIES — VALENCIA, CA
Software Engineer — AUGUST 2021 - JANUARY 2024

- Led development of two projects and aided in development of three other projects.
- Spearheaded VR & AR development for Disney Cruise Lines in Unreal (C++) & Unity (C#) using tracked image targets from a centralized database, as well as app data collection using analytics using databases such as SQL.
- Open GL programming for multiple platforms such as PC, consoles, iOS and Android.
- Pioneered the development of immersive live physical prop experiences for Disney Cruise Lines in proprietary C++ embedded systems & Unity (C#).
- Engineered captivating digital signage experiences Disney Cruise Lines in Phaer.JS (TypeScript).
- Led development for an AR puzzle game app for an internal pitch within Disney in Unity (C#).
- Aided in the digital signage and mobile app for Carnival Cruise Lines (TypeScript & C#).
- Aided in device calibration of Mario Kart AR Ride for Super Nintendo World Hollywood in Unity (C++).

THE REUNION COMMITTEE — NEWHALL, CA
Frontend Web Developer — APRIL 2017 - FEBRUARY 2019

- Orchestrated web development of the website and served as the webmaster using WordPress.
- Collaborated closely with clients on their media to bring their visions to life using HTML and CSS.

ACTIONISION | BLIZZARD — SANTA MONICA, CA
Quality Assurance — MARCH 2015 - DECEMBER 2015

- Isolated and solved bugs and errors in code in Call of Duty: Black Ops III.
- Invited to the QA Manager's personal team to work alongside the superiors in the department.
- Thorough use of Excel to keep smaller teams organized.

Education

VIDEO GAME DEVELOPMENT (UNITY PROGRAMMER CERTIFICATION) — ONLINE
Unity Technologies & Certiport — FALL 2020

- Developed six game prototypes, including all optional challenges for each lesson.

COMPUTER SCIENCE (COMPUTER SCIENCE DEGREE) — SANTA CLARITA, CA
College of the Canyons — FALL 2016 - SPRING 2020

- **President of Computer Science Club:** Leadership, project management, as well as task delegation and appropriate project pairing. Led programming for projects and taught newer members the basics of software development while helping them accomplish their tasks.
- **Treasurer of Association for Computing Machinery:** Contributed programming expertise to club projects, handled money, as well as performed general officer roles.
- **Treasurer of Digital Animation Club:** Contributed 3D models and animation to club projects, sourced animation works for general study sessions, handled money from fundraisers, as well as performed general officer roles.
- **Member of Engineering Club:** Led group projects for robotics competitions and events. Gave presentations to the club and to the college's MESA Lab on behalf of the club. Winner of COC's Fall 2018 "Arduinoff" robotics Competition.