

EMPLOYMENT

Game Developer	Pocket Talos Games	Summer 2019 - Present
AutoKnight (in development and published under Iron Horse Games)		
<ul style="list-style-type: none"> Designed and programmed all mechanics and features. C#, Unity Managed scrum notes, sprint reviews reports, and development blogs. Worked closely with the publisher and QA testers to ensure new features were designed and executed well. Integrated communication between cloud-based servers, web services, and front-end systems. Built an anti-cheat system that encrypts save data and detects data tampering. Prototype Build (WebGL – no download): https://rikijaz.github.io/AutoKnightIHGPrototype/ 		
Technical Game Developer Intern	Brain Game Center	Spring 2019, Winter 2020 - Present
<ul style="list-style-type: none"> Built several variations of a psychological test that assessed visuospatial short-term working memory. C#, Unity Refactored a psychological test's tutorial slides to utilize image and text components to render the slide rather than being a single picture Coordinated with mentors to ensure new features followed design specifications. 		

EDUCATION

Riverside, CA	University of California, Riverside	Fall 2017 – June 2021
<ul style="list-style-type: none"> B.S. in Computer Science, June 2021 (<i>in progress</i>) Undergraduate Coursework: Data Structures and Algorithms; Software Construction; Software Engineering; Virtual Reality; System Administration; Machine Organization and Assembly Language; Linear Algebra; Database Management, Software Testing & Verification 		

TECHNICAL EXPERIENCE**Projects**

- Incrementum** (July 2019 - Present). A set of tools geared towards assisting game developers with a variety of tasks for incremental / idle game development. Provides formulas and iterative models of a variety of incremental / idle game progression systems as well as a robust numeric library that supports multiple notations. C++, SDL
- Unconventional Space** (March 2019 – May 2019). A 3D VR puzzle game involving manipulating the user's perception of space to simulate non-euclidean geometry, creating these seemingly impossible illusions. C#, Unity, Oculus
- Runescape Bot** (March 2018 – May 2019). Created an automation program for the game that simulated human interaction while completing specific tasks at a reasonable speed. C++, OpenCV, TensorFlow
- Tanks AI** (April 2019). Developed a dynamic AI bot for the Unity Project *Tanks* whose behavior and difficulty is based on the actions the player takes. C#, Unity (<https://github.com/Rikijaz/Tanks-AI-Demo> - WebGL)
- Pac-Man** (Jan 2019). A recreation with custom ghost A.I. C++, SDL

Languages and Technologies

- C++; C#; SQL; Javascript; Bash; Python; HTML; CSS
- Unity; SDL; Oculus, SFML; OpenCV; OpenGL; Unreal Engine; React; Firebase; TensorFlow; Github; Unity Ads; Facebook Ads; ironSource; AppsFlyer

Other

- Created a Discord bot for my server that moderated conversations, delivered notifications, and scheduled events.