Eric Ko

https://rikijaz.github.io/portfolio/

EMPLOYMENT

Game Developer	**Pocket Talos LLC**	**Summer 2019 - Present**

AutoKnight (in development and published under **Iron Horse Games**)
- 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.

		March 2019 - June 2019,
Technical Game Developer Intern	**Brain Game Center**	**January 2020 - Present**

- 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**

- B.S. in Computer Science, June 2021 (*in progress*)
- 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*
- **Schedule It!** (October 2019 – December 2019). A scheduling web application for time management, and coordinating meetings. You can create events, invite friends to your events, and join other events! *React, Javacscript, Firebase*
- **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++, SDL, 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*
- **Pac-Man** (Jan 2019). Developed my own game engine with custom ghost A.I. *C++, SDL*

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

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