

# ERIC KO

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<https://github.com/Rikijaz>

## EMPLOYMENT

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

## EDUCATION

<b>Riverside, CA</b>	<b>University of California, Riverside</b>	<b>Fall 2017 – June 2021</b>
<ul style="list-style-type: none"><li>B.S. in Computer Science, June 2021 (<i>in progress</i> - GPA: 3.33)</li><li>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 &amp; Verification</li></ul>		

## 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.