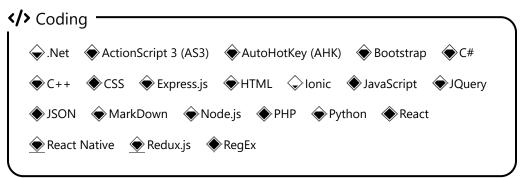


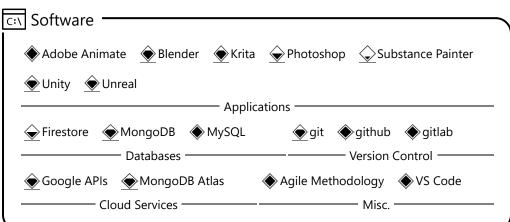


Eye-friendly version: https://vfos.dev/pdf/gamedev_resume_eye_friendly.pdf

♦ SKILLS







Want to learn more? Visit my portfolio: https://vfos.dev/

Professional Experience

Software Engineer - Matraex Inc.

January 2023 - August 2023

- Did full stack development on multiple web/app projects for clients
- Created scripts to automate tasks, making development faster and smoother
- · Worked with the team to improve processes and increase documentation standards
- Made flexible tools and reusable features that are used across several projects
- Presented work to clients and responded to their feedback
- Collaborated with teammates, giving them feedback on problem solving and code optimization

Software Developer - GIMM Works

January 2020 - January 2023

- Worked with other student developers on unique software projects for clients
- Led back-end dev on several projects
- Did full stack development and 3D modeling for multiple projects
- Helped other teams implement security features on their projects
- Mentored two new hires to help them learn React

- Helped current GIMM students with debugging and gave advice about their code
- Assisted other peer mentors when they got stuck
- Presented previous projects of the department to prospective students and clients
- Managed checking out equipment to other students



Work/Group Projects -

Sales Trak (https://salestrak.io)

January 2023 - July 2023

- Refactored and optimized several pages and API calls
- · Made custom JavaScript solutions that worked for both mouse and touch
- Added custom CSS animations
- Created many dynamic and reusable features that are used in various places in the app
- Documented the project for offboarding to the client
- Made the site desktop and phone friendly with only an iPad design

Rio Genesis (https://riogenesis.com)

June 2023 - July 2023

- Created a script that would automatically upgrade the codebase to PHP8
- Worked through warnings and errors that were remaining after the upgrade
- Implemented ecommerce using the USAePay API

All in Favor (https://www.allinfavor.org)

September 2021 - January 2022

- Wrote a custom networking system for the game in Node.js using Socket.IO, including the ability to reconnect to current games
- Minimized the amount of information bouncing from client to server to improve performance
- Worked with front-end developers to help them patch up security

ABC Stories (https://www.abcstories.org/about)

April 2020 - December 2020

- Created an API for the website and app
- Wrote algorithms to compute statistics about users' performance within the app
- Secured data using bcrypt and jwt tokens
- Designed an account hierarchy so that accounts can manage and view accounts under them
- Linked the server with a SMTP server to help with account management through email
- Reformatted and styled the frontend of the website with React
- In the App Store

Cash n' Slash

September 2020 - November 2020

- Implemented a custom physics system with altered gravity to simulate a tornado
- Created 3D models and animations for the environment
- Built a VR-compatible keyboard with my own interaction design

Personal Projects

Resume Builder (https://vfos.dev/resume?create=1)

August 2022 - Present

- Populated the resume with information gathered from the data used in my portfolio website
- · Created custom CSS formatting
- Made the resume preview editable
- Included toggle between eye-friendly and print-friendly versions
- Added configurations like converting it to a one page document, page outlines, hiding sections, and more
- Implemented print to pdf

Project Kuro

January 2023 - Present

- 3D modeled a character for the game
- Implemented day and night cycles and character movement

Portfolio Website (https://vfos.dev)

October 2022 - September 2023

- Created custom navigation that parses the url to 'rotate' to the selected page
- Simulated a CSS cube. To save RAM & CPU usage, pages aren't rendered in the HTML if they aren't being used
- I created all minigames in JavaScript, although I am not the original creator of the game concepts
- Minigames are: Duck hunt, Minesweeper, Snake, Fruit Ninja
- References of: Windows XP, and Star Wars
- Added achievements and even more functionality

Planet Destroyer

December 2020 - April 2021

- Individual project with all original code and art that was made with the Unity game engine
- Iterated multiple times throughout the process of designing the game to give it a better UX

Minesweeper Solver

November 2020 - December 2020

Wrote an algorithm that iteratively generates a probability field to make an educated guess

Swordwhip

September 2020

- Modeled the sword in Blender
- Made a sword creator tool in Unity to customize the number of sword segments and other configurations
- Used Unity physics to make the whip functional
- Wrote a script with an animation to make it toggle between a sword and a swordwhip

Deadline September 2018

- Created state-based animations for the player
- Integrated hitboxes with animations
- Incorporated a dash mechanic
- Implemented missles that follow the player

Defend August 2018

- Made a vector path-following entity
- Created different types of towers and field traps, each with a unique mechanic

UNO AI

November 2017 - December 2017

- Implemented a rule-based AI that can play Uno
- Created a dynamic hand of cards that smoothly animates whenever cards are added or removed

Survive

September 2017 - October 2017

- Made the graphics for the game
- Implemented player movement and weapon swapping





III University

Boise State University:

Major: **GIMM** (Games, Interactive Media, and Mobile)

Minors: MATH (Applied Mathematics), ITM (Information Technology Management)

Last update: September 5, 2023