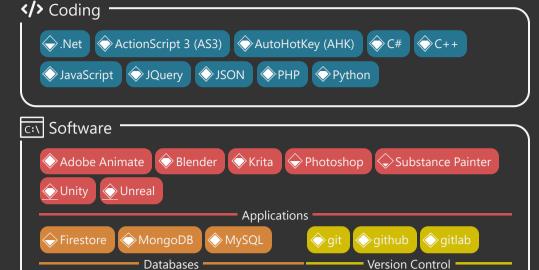
## Print-friendly version: https://vfos.dev/pdf/gamedev\_resume\_print\_friendly.pdf





♦ NGINX



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

# **≸**≣ EXPERIENCE

Agile Methodology

Misc.

# Professional Experience

Google APIs

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

MongoDB Atlas

**Cloud Services** 

Collaborated with teammates, giving them feedback on problem solving and code optimization

Software Developer - GIMM Works Worked with other student developers on unique software projects for clients January 2020 - January 2023

- 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

Independent Contractor, App Development - The Simple Ring Worked for the founders of The Simple Ring on a consumer-based mobile app

September 2020 - December 2021

- Wrote the back-end data storage structure, designed and implemented the front-end UI, and integrated Firebase
- into the app · Prompted improvements in code quality and structure that affected both the front-end and the back-end
- GIMM Senior Peer Mentor Boise State GIMM Program July 2018 - December 2019

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)

## Refactored and optimized several pages and API calls

January 2023 - July 2023

Made custom JavaScript solutions that worked for both mouse and touch

Documented the project for offboarding to the client

- Added custom CSS animations
- Created many dynamic and reusable features that are used in various places in the app
- Made the site desktop and phone friendly with only an iPad design

#### Rio Genesis (https://riogenesis.com) • Created a script that would automatically upgrade the codebase to PHP8

June 2023 - July 2023

- Worked through warnings and errors that were remaining after the upgrade
- Implemented ecommerce using the USAePay API
- All in Favor (https://www.allinfavor.org)

## Wrote a custom networking system for the game in Node.js using Socket.IO, including the ability to reconnect to

September 2021 - January 2022

- 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) • Created an API for the website and app

April 2020 - December 2020

- 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

• Implemented a custom physics system with altered gravity to simulate a tornado

September 2020 - November 2020

- Created 3D models and animations for the environment Built a VR-compatible keyboard with my own interaction design

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

😩 Personal Projects 🕆

### Populated the resume with information gathered from the data used in my portfolio website Created custom CSS formatting

August 2022 - Present

- Made the resume preview ediable • Included toggle between eye-friendly and print-friendly versions
- Added configurations like convering it to a one page document, page outlines, hiding sections, and more
- Implemented print to pdf
- Project Kuro
- 3D modeled a character for the game • Implemented day and night cycles and character movement

January 2023 - Present

- Portfolio Website (https://vfos.dev)
- Created custom navigation that parses the url to 'rotate' to the selected page

# I created all minigames in JavaScript, although I am not the original creator of the game concepts

• Simulated a CSS cube. To save RAM & CPU usage, pages aren't rendered in the HTML if they aren't being used

October 2022 - September 2023

December 2020 - April 2021

September 2018

August 2018

- Minigames are: Duck hunt, Minesweeper, Snake, Fruit Ninja
- References of: Windows XP, and Star Wars • Added achievements and even more functionality
- Planet Destroyer

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

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

· Created state-based animations for the player Integrated hitboxes with animations

• Incorporated a dash mechanic

Implemented missles that follow the player Defend

Created different types of towers and field traps, each with a unique mechanic

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

Survive September 2017 - October 2017 Made the graphics for the game

**III** University

**Boise State University:** 

Made a vector path-following entity

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

Implemented player movement and weapon swapping

🗐 EDUCATION



Last update: September 5, 2023