





## SKILLS



### Coding


-  .Net


 ActionScript 3 (AS3)


 AutoHotKey (AHK)


 Bootstrap


 C#
-  C++



 CSS


 Express.js


 HTML


 Ionic


 JavaScript



 JQuery
-  JSON


 Markdown


 Node.js





 PHP

 Python

 React
-  React Native


 Redux.js


 RegEx


-  Professional
-  Advanced
-  Intermediate
-  Beginner


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



### Software


-  Adobe Animate


 Blender


 Docker

 Insomnia

 Krita
-  Photoshop

 Substance Painter

 Unity

 Unreal

Applications

 Firestore

 GraphQL

 MongoDB

 MySQL

 PostgreSQL

 SQLite

Databases

 git

 github

 gitlab

 Plastic SCM

Version Control

 AWS

 Azure

 Firebase

 Google APIs

 MongoDB Atlas

 NGINX

Cloud Services

 Agile Methodology

 Rider

 Visual Studio

 VMware

 VS Code

Misc.

## EXPERIENCE

### 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
- Independent Contractor, App Development - The Simple Ring

September 2020 - December 2021

  - Worked for the founders of The Simple Ring on a consumer-based mobile app
  - 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

- Venture Title (<https://ventureidaho.com>)

May 2023 - August 2023

  - Added, adjusted, and redesigned responsive css styling
  - Made the website mobile friendly without a mobile wireframe
- Healthcare Business Ventures (<https://venturesys.org>)

August 2023

  - Implemented export of iif files for Quickbooks
  - Adjusted functionality based on client feedback
- High Call Rodeo (<https://app.highcallrodeo.com>)

July 2023

  - Audited the client's original codebase prior to beginning work
  - Did a gap analysis of where the project currently was and how much more was desired by the client
  - Documented my discoveries
  - Reviewed the client's cloud services to increase security
- 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
- Black Sage Tech

January 2023 - February 2023

  - Created responsive visual features within the app
  - Integrated API calls from Black Sage's back end
  - Found, documented, and notified Black Sage of vulnerabilities in the app
  - Created a React component that worked well with class and functional hooks
- MotorPool Services (<https://motorpooldrivercertification.com>)

August 2022 - January 2023

  - Created the test functionality
  - Added the ability for users to create dynamic quizzes
  - Implemented UI/UX designs from team members
  - Added PDF creation and signing
  - Implemented password recovery via the server sending automated emails
- Bronco Beam (BEAM Tours) (<https://brconcobeam.com>)

December 2020 - July 2022

  - Refactored existing Node.js server to be more scalable and secure
  - Created web admin portal using Google Maps API to allow universities to create and manage custom campus tours
  - Wrote a tour pathfinding algorithm for the mobile app based on the user's available time for a tour
  - Converted functional React Native app to a class-based implementation with Expo
  - In the [App Store](#) & [Play Store](#)
- 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
- The Simple Ring Alpha

October 2020 - December 2021

  - Worked for the founders of The Simple Ring on a consumer based mobile app
  - Wrote the backend data storage structure, designed and implemented the frontend UI, and integrated Firebase into the app
  - Prompted improvements in code quality and structure that affected both the frontend and the backend
- ABC Stories (<https://www.abcestories.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 converging 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 missiles 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
- Original Logo Animation

June 2015

  - This is the first project I did that involved modeling and animating something without assistance

## EDUCATION

### University

- Boise State University:
- Major: **GIMM** (Games, Interactive Media, and Mobile)
- Minors: **MATH** (Applied Mathematics), **ITM** (Information Technology Management)