



Print-friendly version: https://vfos.dev/pdf/resume_print_friendly.pdf

SKILLS

Not seeing a skill? View the rest on my portfolio: <https://vfos.dev/skills>

Coding

◆ CSS ◆ HTML ◆ JavaScript ◆ React ◆ React Native ◆ NodeJS
◆ ExpressJS ◆ C# ◆ C++ ◆ Bootstrap ◆ Python ◆ Swift

◆ Advanced
◆ Intermediate
◆ Beginner
◆ Novice

Software

◆ GIT ◆ GitHub Desktop ◆ AWS ◆ Google APIs ◆ Firebase
Version Control Cloud Services
◆ MongoDB ◆ SQLite ◆ VS Code ◆ Visual Studio ◆ VMware
Databases IDEs & Misc
◆ Unity ◆ Unreal Engine 5 ◆ Excel ◆ Word ◆ PowerPoint
Game Engines Office

EXPERIENCE

Learn more about these and other projects on my portfolio: <https://vfos.dev/projects>

Professional Experience

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



GIMM Works Projects (Full Stack Projects)

MotorPool Services, proficiency testing website for BSU's Transportation Department *August 2022 - Present*

- 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 (Now BEAM Tours), campus tour app and web admin portal *December 2020 - July 2022*
(<https://broncobeam.com>)

- 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, educational voting game (<https://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, educational iOS app and web portal (<https://abcstories.org>) *January 2019 - November 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 front-end of the website with React
- In the [App Store](#)



Personal Projects

Portfolio Website (Work In Progress: <https://vfos.dev>) *October 2022 - Present*

- 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

Planet Destroyer, VR RTS game *December 2020 - May 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



EDUCATION



University

Boise State University: *August 2017 - December 2022*

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

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