

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

SKILLS

Coding

- ◆ .Net

◆ ActionScript 3 (AS3)

◆ AutoHotKey (AHK)

◆ C#

◆ C++
- ◆ JavaScript

◆ JQuery

◆ JSON

◆ PHP

◆ Python

- ◆ Professional
- ◆ Advanced
- ◆ Intermediate
- ◆ Beginner

Software

- ◆ Adobe Animate

◆ Blender

◆ Krita

◆ Photoshop

◆ Substance Painter
- ◆ Unity

◆ Unreal
- Applications
- ◆ Firestore

◆ MongoDB

◆ MySQL

◆ git

◆ github

◆ gitlab
- Databases
- Version Control
- ◆ Google APIs

◆ MongoDB Atlas

◆ NGINX

◆ Agile Methodology
- Cloud Services
- Misc.

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

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

- 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 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

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
- Deadline

September 2018

 - Created state-boxed 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
- Survive

September 2017 - October 2017

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

EDUCATION

University

Boise State University:

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

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