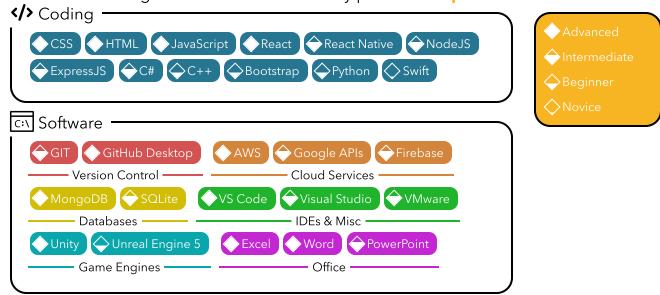




Eye-friendly version: https://vfos.dev/pdf/resume_eye_friendly.pdf

⟨ Ŝ SKILLS

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



≡ EXPERIENCE

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



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

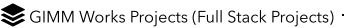
September 2020 - December 2021

- 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



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 (https://broncobeam.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
- 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
- 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





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Boise State University:

August 2017 - December 2022

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

Minors: MATH (Applied Mathematics),

ITM (Information Technology Management)

Last update: November 29, 2022