



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

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

C:\ Software

- ◆ Adobe Animate ◆ Blender ◆ Krita ◆ Photoshop ◆ Substance Painter
- ◆ Unity ◆ Unreal
- Applications
- ◆ Firestore ◆ MongoDB ◆ MySQL ◆ git ◆ github ◆ gitlab
- Databases
- Version Control
- ◆ Google APIs ◆ MongoDB Atlas ◆ Agile Methodology ◆ VS Code
- 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

- 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 editable
- Included toggle between eye-friendly and print-friendly versions
- Added configurations like converting 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

- 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



EDUCATION



University

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