

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

Software

Adobe Animate

Blender

Krita

Photoshop

Substance Painter

Unity

Unreal

Applications

Firestore

MongoDB

MySQL

git

github

gitlab

Databases

Google APIs

MongoDB Atlas

Version Control

Agile Methodology

VS Code

Cloud Services

Misc.

Professional

Advanced

Intermediate

Beginner

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

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 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

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

EDUCATION

University

Boise State University:

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

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