



Print-friendly version: [https://vfos.dev/pdf/resume\\_print\\_friendly.pdf](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 more projects on my portfolio: <https://vfos.dev/projects>

### Professional Experience

#### Software Developer - GIMM Works

January 2020 - Present

- 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, Testing website for BSU's Transportation Department

August 2022 - Present

- Created the testing functional
- Created dynamic quiz creation
- Implemented UI/UX that the team made
- Added PDF creation and signing
- Password recovery via 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 admin web 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 frontend 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
- Faked a CSS cube, to save RAM & CPU usage pages aren't rendered in the HTML if they aren't being used
- All minigames were created in JavaScript by me, although I am not the original creator of those minigames

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 feel in 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)