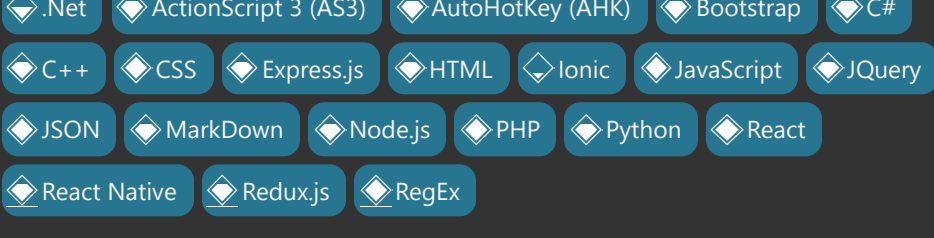


SKILLS

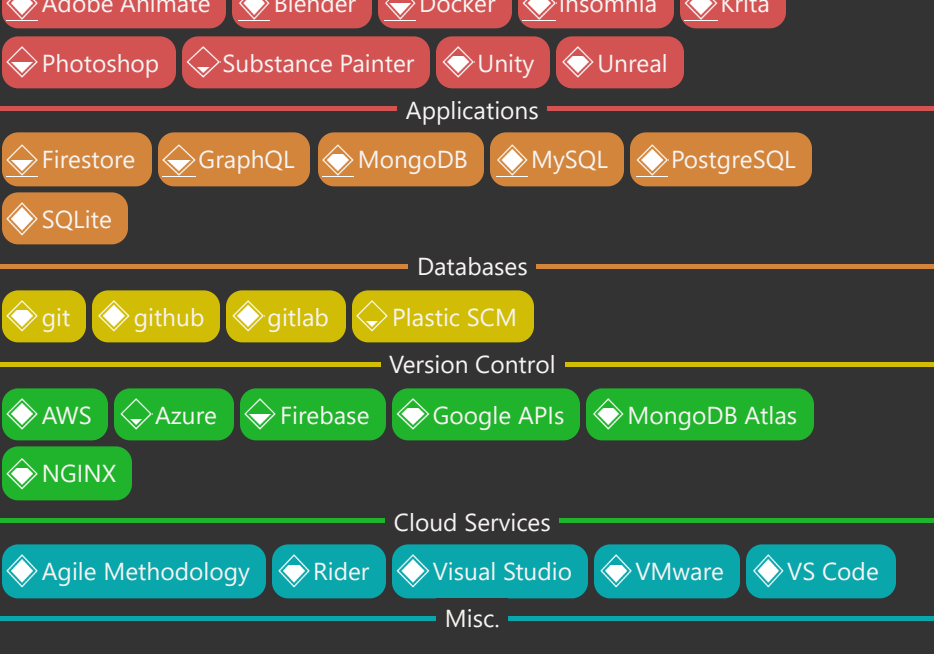
</> Coding



- Professional
- Advanced
- Intermediate
- Beginner

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

C:\ Software



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

- Venture Title (<https://ventureidaho.com>) May 2023 - August 2023
- Added, adjusted, and redesigned responsive css styling
 - Made the website mobile friendly without a mobile wireframe
- Healthcare Business Ventures (<https://venturesys.org>) August 2023
- Implemented export of iif files for Quickbooks
 - Adjusted functionality based on client feedback
- High Call Rodeo (<https://app.highcallrodeo.com>) July 2023
- Audited the client's original codebase prior to beginning work
 - Did a gap analysis of where the project currently was and how much more was desired by the client
 - Documented my discoveries
 - Reviewed the client's cloud services to increase security
- 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
- Black Sage Tech January 2023 - February 2023
- Created responsive visual features within the app
 - Integrated API calls from Black Sage's back end
 - Found, documented, and notified Black Sage of vulnerabilities in the app
 - Created a React component that worked well with class and functional hooks
- MotorPool Services (<https://motorpooldrivercertification.com>) August 2022 - January 2023
- 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 (BEAM Tours) (<https://brconcobeam.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 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 (<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
- The Simple Ring Alpha October 2020 - December 2021
- Worked for the founders of The Simple Ring on a consumer based mobile app
 - Wrote the backend data storage structure, designed and implemented the frontend UI, and integrated Firebase into the app
 - Prompted improvements in code quality and structure that affected both the frontend and the backend
- ABC Stories (<https://www.abcestories.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
- Original Logo Animation June 2015
- This is the first project I did that involved modeling and animating something without assistance

EDUCATION

University

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