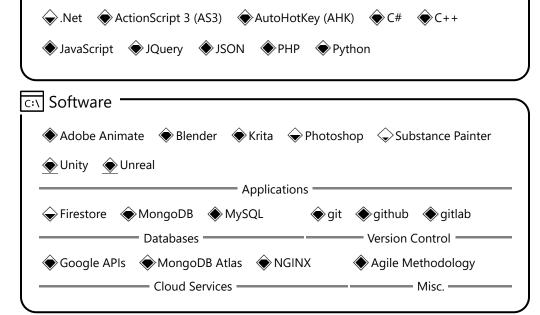
</>> Coding -

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





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
- Independent Contractor, App Development The Simple Ring

Worked for the founders of The Simple Ring on a consumer-based mobile app

September 2020 - December 2021

- 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

Sales Trak (https://salestrak.io)

Work/Group Projects -

Refactored and optimized several pages and API calls

January 2023 - July 2023

- 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)

Created a script that would automatically upgrade the codebase to PHP8

June 2023 - July 2023

- Worked through warnings and errors that were remaining after the upgrade Implemented ecommerce using the USAePay API
- All in Favor (https://www.allinfavor.org)

Wrote a custom networking system for the game in Node.js using Socket.IO, including the ability to reconnect to current games

September 2021 - January 2022

- 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

Created 3D models and animations for the environment

Implemented a custom physics system with altered gravity to simulate a tornado

September 2020 - November 2020

- Built a VR-compatible keyboard with my own interaction design
- Personal Projects

Populated the resume with information gathered from the data used in my portfolio website

Created custom CSS formatting Made the resume preview ediable

Resume Builder (https://vfos.dev/resume?create=1)

August 2022 - Present

January 2023 - Present

- Included toggle between eye-friendly and print-friendly versions
- Added configurations like convering it to a one page document, page outlines, hiding sections, and more
- Implemented print to pdf

3D modeled a character for the game

Project Kuro

Implemented day and night cycles and character movement

Portfolio Website (https://vfos.dev) Created custom navigation that parses the url to 'rotate' to the selected page

Deadline

Simulated a CSS cube. To save RAM & CPU usage, pages aren't rendered in the HTML if they aren't being used

October 2022 - September 2023

- 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

November 2020 - December 2020

December 2020 - April 2021

September 2018

August 2018

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

Created state-based animations for the player

· Wrote an algorithm that iteratively generates a probability field to make an educated guess

- Integrated hitboxes with animations Incorporated a dash mechanic
- Implemented missles that follow the player Defend

Created different types of towers and field traps, each with a unique mechanic

Survive September 2017 - October 2017

Made the graphics for the game

Made a vector path-following entity

Implemented player movement and weapon swapping

🗐 EDUCATION

Last update: September 5, 2023

Boise State University:

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

III University