

Unity Developer, Project Lead Unity Developer, Project Lead Unity Developer, Project Lead - Brainotion Los Angeles, CA Project Team lead and Information Technology alum with knowledge in object-oriented programming, software development lifecycle methodologies and software testing/debugging experience. Career highlights include developing and presenting live demos for groups of over 50 service engineers and leading a 21-member team project of desktop migrations for 250 bank locations to successful completion. Academic background focuses on software application development in Java and C#, data structures and software design.

Work Experience

Unity Developer, Project Lead Brainotion - Tustin, CA February 2019 to Present Design, develop, code, and implement software prototypes in C#, using Unity3D to meet customer requirements. Provide recommendations for planning and implementation for teammates, working in a leadership role. Work with new and existing tools necessary to develop specific features and systems, including sockets/networking, AR/VR, UI, database, and analytics. Deploy to Windows, Android, and Linux. Unit testing and debugging.

Web Developer Intern InterNext Web Design - Anaheim, CA August 2018 to January 2019 Helped build websites and web apps for clients using HTML, CSS, and JS. Tested and debugged code, as well as wrote documentation for agency records. Assisted with the creation of agency code repo and helped established version control for the team.

Junior Unity Developer/Intern Tatum Games LLC - Santa Clarita, CA February 2018 to May 2018 Wrote and debugged code in C#, generated APKs and reported status in weekly SCRUM meetings. Worked with a team of developers on Heroes Vs Villains, a digital card game and contributed to features of the game, including UI and sound management and data tracking using Google Cloud. Used GitHub to maintain version control, working within a preexisting code repo.

Supervisor/Account Manager/Project Support Apex Computer Systems, Inc - Cerritos, CA March 2008 to November 2015 Led team of 21 employees in a call center environment by providing training and support which resulted in increased customer satisfaction and efficient service. Managed employee productivity along with project status and progress to maintain client retention and satisfaction. Interviewed, hired, and trained new candidates resulting in team stability and increased productivity. Worked with developers to beta test software and provide valuable feedback which led to

numerous successful software implementations allowing company to streamline integration while meeting customized needs. Wrote and upkept procedural documentation, resulting in better organization and team member stability. Education Bachelor of Science in Information Technology-Software Application Programming in Information Technology-Software Application Programming Colorado Technical University - Colorado Springs, CO February 2018 Bachelor of Arts in Sociology in Sociology University of California - Los Angeles, CA June 2007 Skills MICROSOFT VISUAL STUDIO (5 years), C# (4 years), MICROSOFT DYNAMICS NAV, SDLC, JAVA, MYSQL, DETAIL-ORIENTED, BI-LINGUAL, MICROSOFT OFFICE, AR/VR (1 year), Unity3D (5 years) Links <http://guillermocovarrubias.com>

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