Franklin Podraza

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Software Engineer

Detail-oriented and ambitious software engineering graduate, passionate about developing innovative solutions and enhancing user experiences. Proficient in C, C#, and Python, with hands-on Unity3d. Eager to apply knowledge gained through coursework and projects to contribute effectively to a dynamic software engineering team.

Technical Expertise and Proficiencies

Programming Languages	:	C# | C | Python | C++ | JavaScript | HTML
Software Engineering	:	Unity | Unreal | Git | GitHub | Docker | VSCode | Vue.js | Flask
Software Tools	:	Adobe Creative Cloud | Microsoft Office Suite | Google G-Suite
Operating Systems	:	Windows | macOS | Linux

Education

Baskin School of Engineering, University of California, Santa Cruz **2023**
Bachelor of Science in Computer Science

Engineered and optimized data structures and algorithms to enhance software efficiency and performance, addressing complex computing challenges. Designed and maintained scalable, multi-threaded server applications in C, applying advanced networking and systems programming concepts to ensure robustness and reliability. Developed and deployed interactive web-based applications, including multiplayer games, leveraging full-stack development skills to provide engaging user experiences.

- Successfully a full-stack web multiplayer real-time territory control game using vue.js.
- Implemented high-performance, multi-threaded HTTP server from scratch, showcasing deep understanding of networking protocols and systems programming, significantly improving data handling efficiency.
- Designed and constructed a scalable, data consistent distributed key-value store, utilizing Python and Flask.

Professional Experience

Bright Harbor Studio **Jul 2024 - Present**
Gameplay Programmer

Utilized Unreal Engine for gameplay programming, focusing on Blueprint scripting to implement and optimize core gameplay features.

- Developed a third-person character controller and a modular trap system using Blueprint scripting, creating reusable components and detailed documentation to enhance team collaboration and project scalability.
- Collaborated with multidisciplinary teams to ensure alignment of gameplay mechanics with project goals, contributing to efficient workflows and clear communication across departments.

UCSC Faculty Instructional Technology Center, Santa Cruz, CA **Aug 2021 – Dec 2023**
IT Lead

- Successfully trained, monitored, and guaranteed quality of consultant responses, while efficiently scheduling all employee shifts to maximize productivity and service excellence.
- Expertly assigned projects aligning employee strengths and maintained documentation, enhancing operational efficiency and team performance.
- Assisted the GitLab team in testing and rolling out updates on our instance, ensuring stability and functionality across the platform for end users.

IT Consultant

- Delivered comprehensive Tier 1 technical support for online educational software, enhancing instructor proficiency in course construction and management.
- Spearheaded digitization efforts, driving transition to digital learning platforms and streamlining educational content delivery.

Key Projects

2023 – Present: Realtime Multiplayer Action Game – C#, Unity3d

- Designed and engineered a real-time multiplayer sword combat game using Unity3d, showcasing advanced skills in game development, networking, and mechanic design. Implemented real-time multiplayer functionality, intricate sword combat mechanics, and immersive gameplay features, resulting in a dynamic and engaging gaming experience.

2020 – 2021: Published iOS and Android Physics-Based Puzzle Game– JavaScript, C#, Unity3d

- Solely developed a physics-based mobile game, showcasing advanced skills in Unity3d for building immersive UI/UX, physics interaction systems with gravity changes and portals. Demonstrated ability in integrating sophisticated features such as advertisements and in-app purchasing, furthering knowledge in mobile game monetization strategies.