

Winrich C. Sy, B.A., Computer Science

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I am a software engineer seeking a career transition into data analytics domain. Gained a fond interest in data science and its applications through recent peers. I am currently in Galvanize's Data Science Immersive to gain more knowledge and pursue finer understandings of it's utilization.

TECHNICAL SKILLS

- C++, C#, Python, SQL
- Adobe Photoshop, Unity, Xcode, Android Studio, JIRA, Confluence, Sourcetree

EXPERIENCE

Software Engineer Contractor

PlayStudios

September 2018 - February 2019

Burlingame, CA

- Upgraded myVegas Blackjack mobile game from Unity 5.0+ to Unity 2018.3f2.
- Implemented third-party video advertisement SDKs to optimize ad monetization and waterfall.
- Updated Vegas Blackjack to meet current App Store submission requirements for iOS and Android.
- Assisted with testing and bug fixing for App Store submissions and live-op releases.
- Worked with lead engineer to upgrade myVegas Blackjack project from Unity 5.0+ to Unity2018.3f2.

IT Specialist

Certified Nursing Registry

February 2016 - September 2018

West Covina, CA

- Developed a full-stack online recruitment tool using JavaScript and Python to improve nurse recruiting process.
- Performed organization-wide software and hardware upgrade to improve workflow and employee performance.
- Established quarterly workshops to help train and inform employees on recent upgrades to system.
- Assessed and maintained network infrastructures to ensure network security and keep up with business demands.

Video Game Developer

Liv Games

July 2015 - December 2015

Costa Mesa, CA

- Responsible for creating and debugging scripts in C# for Voyagers game.
- Provided constructive feedback and prototypes on gameflow mechanics to allure players' attention.
- Updated front-end performance on Voyagers and improved source code.
- Developed a prototype multiplayer tank game from scratch in C# on Unity.

Video Game Developer

Brain Game Center, UC Riverside

April 2015 - July 2015

Riverside, CA

- Worked closely with the lead professor on games to optimize human brain processes.
- Tested games in a systematic and thorough way to find and help solve bugs.
- Demonstrated teamwork by working within a team environment to develop video games while meeting strict deadlines.

EDUCATION

University of California, Riverside

Bachelor of Science in Computer Science

2011-2015

Riverside, CA