

Misael Aponte

1431 Greenbrier Drive, Hanford CA 93230 | 559-212-3651 | maponteprof@gmail.com

Professional Summary

Senior Unity Developer with over 10 years of experience in game design and full-stack development. Skilled in Unity, C#, and Agile methodologies, with a proven record of delivering engaging, cross-platform mobile games. Expertise includes optimizing performance, leading agile teams, and architecting robust systems that drive user engagement.

Skills

- **Programming Languages:** C#, JavaScript, PHP, SQL
- **Frameworks & Tools:** Unity Game Engine, Firebase, ROS (Robot Operating System), Ionic, .NET, Unreal Engine, RESTful APIs
- **Development Practices:** Agile Methodologies, DevOps, Algorithm Optimization, Coding Best Practices, Troubleshooting & Debugging, Software Testing
- **Databases:** SQL (PostgreSQL), NoSQL (Firestore)
- **Other:** UI/UX Design, Project Management, Team Leadership, Client Communication

Professional Experience

AIBLOCKCHAIN

Mar 2022 - Present

Senior Software Architect & Interface Designer

- Architected and developed a comprehensive Laboratory Information Management System (LIMS) using Unity UI Toolkit and Firebase, incorporating cross-platform, maintainable code and responsive UI designs to boost user engagement and productivity by 25% (estimated based on user feedback).
- Designed a sophisticated multi-level navigation system with nested components for intuitive application traversal, reducing user training time.
- Implemented user profile management with custom authentication and preference workflows, ensuring secure and personalized experiences.
- Created modular panel-based architecture for seamless transitions between lab functions, enhancing operational efficiency.
- Managed data synchronization between Firestore (NoSQL) and PostgreSQL (SQL) databases, optimizing query performance and data integrity.
- Led the full development lifecycle as technical lead and UX designer, coordinating cross-functional efforts to meet project milestones on time.

Setton Farms

Nov 2020 - Mar 2022

Software Engineer

- Developed and maintained applications in robotics, VR, and AI domains, integrating frameworks such as ROS, Ionic, .NET, Unity, and Unreal, with particular focus on clear and maintainable cross-platform code using Unity3D and C#.
- Implemented advanced software testing methodologies, reducing bug rates by 30% and ensuring high-quality deliverables.
- Led key projects including VR tutorials for training, ML-powered camera capture bots, and AI-based invoice processing systems, streamlining operations and cutting processing time by 40%.
- Fostered interdepartmental collaboration by establishing knowledge-sharing protocols to enhance team productivity.

Boogie Down Games

May 2015 - Present

Lead Programmer/Owner

- Directed agile teams in developing high-quality games using Unity and C#, ensuring clear and maintainable code and optimizing performance through efficient algorithm and data structure implementations.
- Managed non-technical staff, integrated assets, and enforced timeline policies, improving project efficiency and on-time delivery by 20%.
- Built robust testing environments for unit, integration, and functional testing while instituting systematic code inspections and debugging protocols to maintain software reliability across multiple releases.
- Delivered several successful games by focusing on mechanics, UI elements, and optimization techniques to achieve positive user reviews.

Mount Sinai Hospital

May 2014 - 2019

Contract Programmer (2017 - 2019)

- Delegated tasks, conducted code reviews, and managed maintenance, upgrades, and bug fixes for critical healthcare applications.
- Communicated with clients to gather requirements, ensuring satisfaction and deploying solutions that generated \$30 million in revenue.
- Optimized application performance through algorithm enhancements, reducing load times and improving scalability.
- Applied Agile methodologies to manage schedules, delivering projects on time and within budget.

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Lead Programmer (2014 - 2017)

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California State University, Fresno

Sep 2012 - May 2013

Programmer

- Collaborated on team-developed applications for charity organizations and independently created an online micro-blogging site for the university community.
- Ensured code quality and functionality by adhering to coding best practices in a collaborative environment.

Barracuda Networks

May 2012 - Nov 2012

Software Engineering Intern

- Developed and maintained web projects using PHP, JavaScript, and RESTful architectures.
- Utilized version control systems and Agile methodologies to contribute to efficient development cycles.

United States Navy

Jul 2004 - Nov 2009

Aviation Administration

Managed administrative duties and maintenance planning for F-18 jet fighter operations, honing organizational and leadership skills transferable to tech project management.

Education

Northcentral University, San Diego

Oct 2020

Master of Science, Computer Science

California State University, Fresno

May 2013

Bachelor of Science, Computer Science