Derek Penaloza

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Experience

Binary Bit Studio: Game Designer / SWE   01/2023 - Current

- Created the **first ever** 2D top down multiplayer **game engine** using **React Native**
- Independently **identified key project deliverables** and set realistic deadlines, leading to the **completion of 80% of deliverables on schedule** and ensuring the project stayed within scope and budget
- Responsible for documenting key project decisions related to cloud services, system implementations, scalability, timeline, and costs **decreasing backtracking** on decisions by **80%**
- Engineered **event-driven game systems** instead of traditional game loop systems which led to a **90% performance improvement on lower-end devices**
- Using **Photon Engine** combined with React Native I developed **multiplayer game mechanics that sync smoothly** across various devices

ChargeNet: Software Engineer Intern   05/2021 - 01/2023

- Implemented React Native with Expo to **rapidly develop and prototype a mobile app** for EV charging stations, enabling features like map visualization, charge initiation, and account personalization, **accelerating proof-of-concept delivery**
- Took the initiative to implement authentication, memory management, and refresh token functionality, ensuring users remained logged in after app closure. This improvement led to a **50% increase in customer return usage**
- Learned and implemented **golang serverless functions with AWS Lambda** which led to a **60% decrease in cost** compared to the traditional server hosting
- Created and implemented **unit tests in Jest** that covered **80% of the frontend app**, ensuring robust test coverage

Google Tech Exchange Program   01/2024 - 05/2024

- Chosen as one of 180 students to participate in **Google's "Tech Exchange,"** a program designed to **give access to cutting edge industry courses**, including Applied Data Structures & Algorithms, Software Development Studio, and Product Management"
- Mastered Data structures and Algorithms with the help of **Google Engineers**
- Developed in a group of four the Travel Buddy App, a full-stack project that incorporated generative AI, utilizing Google's cloud environment to enhance **cloud development** skills
- Led the implementation of **CI/CD systems** using Cloud Build, Cloud Run, Docker, Github Actions. Allowing the team to focus on development and not deployment

Projects

Usher Helper: Web Scraper   06/2024 - 06/2024

- Developed an **data scraping** project that collects data from public Cinemark theatre showings and **schedules jobs** to update the web app which had a **90% accuracy**
- **Improved** manager **break scheduling**, and employee ushering **expectations**

Education

California State University, Dominguez Hills   December 2025

- BS in Computer Science

Santa Monica College   January 2023

- AS in Computer Science

Skills

TypeScript, Java, React Native, Python, Photon Engine, C#, SQL, GitHub, Unit Testing, Documenting