

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**
- Engineered **event-driven game systems** instead of traditional game loop systems which led to a **90% performance improvement on lower-end devices**
- Implemented cross platform **multiplayer mechanics** with modular design principles using Photon Engine for straightforward future modifications

ChargeNet: Software Engineer Intern

05/2021 - 01/2023

- Learned and implemented **React Native** for **React Native Expo** for fast mobile development
- Learned and implemented golang serverless functions with AWS Lambda which led to a 50% decrease in cost
- Created unit tests in Jest that covered 80% of the frontend app, most test focused on critical areas

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**
- Led the development of the Travel Buddy App, a full-stack project that incorporated generative AI, utilizing Google's cloud environment to enhance **cloud development** skills
- Designed and implemented **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