Derek Penaloza

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Experience

Binary Bit Studio: Game Designer / SWE

01/2023 - Curren

- 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