

Manuel Reyes

Programmer/Developer with 3+ years of experience in ROBLOX game development (Luau).

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EXPERIENCE

Shinobi Saga — Developer

DECEMBER 2021 - PRESENT

Created a skill system that interops with the legacy skill system for further flexibility and allows code reuse.

Created various clans and skills for players to use

Created user interfaces for: admins to view a player's data, a leader board to keep track of points in an event

EDUCATION

SUNY New Paltz, New Paltz — B.S. in Computer Science

AUGUST 2022 - MAY 2024

GPA: 3.89

Dutchess Community College, Poughkeepsie — A.S. in Computer Science

AUGUST 2019 - JANUARY 2021

GPA: 3.96

PROJECTS

WebVizOS — OS Simulator

Worked on a web-based application that simulates and visualizes various concepts in operating systems.

Fixed algorithms, optimized data flow, and restructured client-server communication for easier updates.

Inherited legacy code that lacked in many aspects from organization, coding practices, and versioning control.

Helped set up a git repo to work with a team of five people.

SKILLS

Luau - Advanced

TypeScript - Advanced

JavaScript - Advanced

Java - Advanced

Python - Advanced

Frameworks: NodeJS, Vue, React

LANGUAGES

English - Fluent