5453 Martingale Way
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DYLAN DE LOS SANTOS

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EMPLOYMENT

Software Engineer, Intern   **Warner Brothers Entertainment**   **Summer 2015**

- Summer Internship in Burbank.
- Designed software for virtual reality HMD's, including Oculus Rift and HTC Vive, using Unreal Engine 4.
- Also worked with the usage and setup of said HMD's for proper use in a testing environment.

Software Engineer   **Vizilo**   **Summer 2014**

- Summer Internship for a start up based in Irvine.
- Used the Unity game engine to make a 3D virtual racquetball game designed for an omni-directional treadmill and VR HMD's.
- Focused on gameplay using unity physics and ray casting.

EDUCATION

Riverside, California   **University of California Riverside**   **Fall 2012 - June 2016**

- B.S.E. in Computer Science, June 2016. GPA: 3.0

- Graduate Coursework: Operating Systems; Artificial Intelligence; Computer Graphics; Computer Security; Software Engineering; Compiler Design; Database Management.

- Undergraduate Coursework: Algorithms; Discrete Structures; Assembly Language; Software Construction; Automata and Formal Language; Computer Architecture; Embedded Systems.

TECHNICAL EXPERIENCE

Projects

Kinect 3D Modeler (2014):

- 3D Modeling Program that utilizes Candescent NUI, Kinect SDK, and Irrlicht Lime to manipulate a mesh with your hands in 3D space using the Kinect.
- Worked with Kinect input to accurately track gestures to correspond to actions within the modeler.

Scripting Language (2014):

- Custom interpreted language, built at a hackathon, that supports daisy chained operators, function calls, and variable scoping.
- Implemented the tokenizer and lexical analyzer for the interpreter.

Concurrent 3D Modeler (2015):

- 3D Modeler which synchronizes changes for a mobile modeling application to allow the client to collaborate with others and to track those changes which allows for version control.
- Worked with MySQL database and data transfer, using PHP, to share vertices among separate systems.

Virtual Pets (2015):

- Web app based on a pet based RPG. Players take their pets and accumulated gear to battle each other for rewards in a pet arena.
- Implemented the pet arena game. 2D tile based one vs one shooter, using Javascript and Phaser.

ADDITIONAL EXPERIENCE AND AWARDS

- **First Prize, HackUCI** (2014). Won first prize at a hackathon, with the Kinect 3D Modeler, out of 50 teams.

Languages and Technologies

- Proficient: C++, Bash, Linux, Emacs.
- Learning: Javascript,Visual Studio, Unity, Unreal Engine 4,Git,Phaser,MySQL.