**Dominic Jaurigue**

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I am a software engineer with a background in video game programming. I have experience working with teams collaborating in projects to produce a desired product. I am always motivated to have fun with the tasks given to myself and accomplish my goals with the best experience in mind.

**SKILLS**

HTML5 | CSS3 | Bootstrap | React | Redux | Javascript | Node.js | Express | MongoDB | Mongoose | Passport.js | Git | Github | Unity | Unreal | C++ | lua | ejs | Python | Jinja | OAuth | VSCode | Firebase | MySQL | Postgres | Postman | Materialize

**Languages**: English, Tagalog

**PROJECTS (Spring 2019 – Present)**

• Project Message Board

• Solo Project created with React, Redux, and deployed through firebase.

• User registration and login with authentication.

• CSS styled with materialize css

• Cloud database notification

• Deployed With Firebase:

<https://project5messageboard.firebaseapp.com/>

• Project Hawtwheels

• Collaborated with another programmer

• Created using python3 and MySQL Database.

• Created an website with full RESTful routes.

• Git was used through the entire process to maintain version control

• CSS styled with materialize css

• Project Savory

• Collaborated with a team of programmers

• Consumed Edamam API to search and display recipes

• Fully functional potluck organizer. Users can add other registered users and recipes.

• Created wireframes for the project using Trello and Adobe Xd.

• This project utilized the MERN stack (Mongo, Express, Node). We had two models with a many to many relationship, using referencing.

• Used Git throughout the process for version control, and to test new features on a new branch before implementing them into the master branch.

• CSS styled with materialize

• Project deployed using Heroku:

<https://savory-jdj.herokuapp.com/>

• Project Slot Machine

• Created using HTML styled with CSS scripted through Javascript

• JQuery for DOM, animation of slot wins and randomization of slots

• 16 available lines for the user to choose to be active

• 3 levels of difficulty to choose from

• Project deployed using Githubpages: <https://pages.git.generalassemb.ly/fluffmeister/Project-One-Slot-Machine/>

• Game-Silent Academy

• First Person Action/Horror game created using Unreal Engine

• 3 full levels. Presented at Gamers Developers Conference

• Created 3D levels of gameplay and Artificial Intelligence for opponents

• Game- Zombie Shooter

• Top down zombie shooter built with Lua Script- Built with Codea

• Runs on iPad using the accelerator and touch features

**PROFESSIONAL EXPERIENCE**

Risk and Compliance - IKEA May 2018 – March 2019

• Maintain critical safety equipment such as alarms, radios, and security systems

* Created root cause analysis for incidents involving distribution of points.

Sales/Tech- Fry’s Electronics June. 2015 – Jan.2016

• Assisted in the sales for components and full assembly of customer computers

• Troubleshoot customer devices and provide resolution fulfillment

**EDUCATION**

**Bachelor of Science, Video Game Simulation Programming -** DeVry University, Pomona

**Software Engineering Immersive –** General Assembly