

Grant Poquiz | gpoquiz.me

📞 (817) 308-7360 @ gpoquiz@gmail.com

Education

UTD

BACHELOR OF SCIENCE
IN COMPUTER SCIENCE

📅 May 2020

- 3 Year Degree
- Worked as a CS tutor

MASTER OF SCIENCE IN
COMPUTER SCIENCE AND
INTERACTIVE
COMPUTING

📅 May 2021

- 1 Year Fast Track Degree
- Computational Geometry
- Machine Learning
- Virtual Reality
- Computer Graphics
- Human-Computer Interactions

Experience

SOFTWARE CONTRACTOR

VISTRACORP VIA SHARPECHO

📅 May 2022 – Present

- DevOps and Web development work for the Ambit Energy team.
- Consultant Marketing Portals, Client Management, Client Enrollment, etc.
- C# Fabric/ASP.NET Backend, SQL Server Database Management, Vue.js and Angular front end.

SOFTWARE DEVELOPER II

PAYCOM

📅 February 2022 – May 2022

- C# .NET development working with Paycom's Year End Utility.
- Generation and management of W2's, 1099's, and other tax forms.

SOFTWARE DEVELOPER II

PAYCOM

📅 June 2021 - January 2022

- Full stack development working with Paycom's largest module: Payroll.
- PHP backend work, Javascript frontend, and MySQL/FoxPro database management.

Projects

UNIVERSAL EXCEPTION QUEUE

C#, VUE, SQLSERVER

Converting a case system into an exception queue by adding hashing, duplicate prevention, and indexing.

AMBIT PAYMENT EXTENSIONS

C#, ANGULAR, SQLSERVER

Added UI features to allow agents to process payment extensions through an inter-team hosted page.

AWS IMAGE REKOGNITION FRAMEWORK

PYTHON (BOTO3 API), NoSQL, CLOUDFORMATION

Worked with a team to provide cloud formation scripts for setting up AWS Rekognition services.

AUTOMATED SUTA RATE UPDATES

PHP, MYSQL, RABBITMQ, ORCHESTRATORS

Paycom Project for automating clients' state unemployment rate Updates.

PAYROLL LATE SUBMISSION REMINDERS

PHP, MYSQL

Paycom Project for reminders of upcoming or missed payrolls.

MULTIDIMENSIONAL CELLULAR AUTOMATA

C++, UNREAL ENGINE 4

An Unreal Engine Project for making cellular automata (games of life) in generalized dimensions.

VIRTUAL REALITY QUIZ

C#, UNITY GAME ENGINE, PHOTON MULTIPLAYER

Worked with a team to create quizzes for VR. One multiple choice style, one Geoguesser style.

MOBILE "POP THE BALLOONS" GAME

JAVA, ANDROID STUDIO

A game with a scoring system and collision detection. Made with Android Studio for mobile devices.

VR GRAVITY MANIPULATION

UNITY, C#, VIRTUAL REALITY

Experiments in Virtual Reality for locomotion via manipulating player gravity.

VR DOUBLE VISION

UNREAL BLUEPRINTS, C++, OPENXR

Experiments in Virtual Reality where objects are only visible to one eye.

PORT AUDIO

C++, PORTAUDIO

Experiments in Port Audio Library for low level analysis of microphone inputs.

SKIPLAGGED API

NODE, JAVASCRIPT

Querying flight APIs with generalized sources and destinations.