

HARVEY BENNETH DORMIDO LIMBO

Game Developer

Contact Info

Email: limboh27@gmail.com

Phone: 657-236-1890

Website: hlimbo.github.io

Location: Irvine, CA

Skills

Programming Languages

C#, JavaScript, Java,
Python, C, C++

Tools

Unity, React, React Native, Redux,
Express, NodeJS, IntelliJ, Git, Jira,
Swagger, Postman, Cypress,
Selenium, Visual Studio, IntelliJ,
Webstorm, Stripe SDK

Database

MySQL, MongoDB

Education

University of California, Irvine

- Grad Date: Dec 2017
- Bachelor's of Science
Computer Science

Irvine Valley College

- Associate's Degree in
Computer Languages

Work Experience

MEDL Mobile | Software Engineer

Feb 2020 – Present

- Developed and maintained web applications using the following technologies:
 - react, react-beautiful-dnd, react-transition-group, redux, storybookjs, material-ui.
 - Collaborated with the UI/UX team to ensure design specs are met to the highest quality.
- Maintained a Legacy Monolithic ExpressJS backend codebase that contains approximately 90 MySQL tables by providing bugfixes and adding new features/enhancements.

Gamblit Gaming | Software Engineer

Oct 2019 – Dec 2019

- Integrated 3 third-party games such as Into the Dead for Gamblit's TriStation (Gambling Machine) using the Unity Engine in C#.
- Implemented Game UI updates using NGUI and UGUI and based on QA and gambling legal requirements.
- Worked with Team Lead and Java Developers to troubleshoot, diagnose, and provide bug fixes for existing third-party games.

AutoGravity | QA Automation Engineer

Jan 2018 – Oct 2019

- Worked alongside multidisciplinary teams to validate and resolve Jira tickets via REST API and MySQL in an agile environment.
- Created a JavaScript test framework using NodeJS and migrated legacy code. This reduced test automation time from 8 hours to 45 minutes.
- Managed 30+ automated test jobs written in Ruby using RSpec framework through Jenkins and reported microservice integration bugs to backend developers.
- Mentored team members using internal test tools to validate responses received from third party APIs.

Projects

Project Ace | Game Developer | [project](#)

May 2020 – Dec 2020

- Independently developed an online multiplayer game up to 4 players inspired by card games like Uno.
- Wrote server and client code in C# using Unity and Mirror Networking API.
- Deployed Game Server on a linux machine using Digital Ocean.
- Implemented card drag and drop system using Unity's Event System.

Star Chaser | Game Developer | [project](#)

Oct 2017 – Dec 2017

- Designed and developed a strategic shoot'em up game for Android Mobile Devices made with the Unity C# Game Engine alongside a team of 5 members.
- Implemented touch controls for player using Unity's event system and designed AI boss behavior.
- Attracted 20 play testers during the UCI games showcase. Gameplay time averaged between 15 to 20 minutes per player.

Beat Em' Left - C++ Game Engine | Engine Developer | [project](#)

Apr 2017 – Oct 2017

- Implemented Entity-Component-System (ECS) using C++ and SDL.
- Wrote a Game Controller input system that supports analog stick inputs.
- Wrote custom ImGui components where UI elements get rendered on screen every frame.
- Created Box and Circle Colliders to use in detecting and responding to 2D Collisions.

Hydro Hunters | Unity Developer | [project](#)

Mar 2017

- Created a competitive quick paced tower defense bullet hell game in Unity C# using WebGL with a group of 2 programmers and 2 artists for a hackathon called Hacktech 2017.
- Primary Developer responsible for writing C# Scripts for the following features: player movement, player input, enemy behaviors, and UI over the course of 2 days.