HARVEY BENNETH DORMIDO LIMBO

Contact Info

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Education

University of California, Irvine
- Bachelor's of Science Computer Science

Irvine Valley College
- Associate's Degree in Computer Languages

Skills

Programming Languages

C#, JavaScript, Java, Python, Ruby, Kotlin, C, C++

Tools

Visual Studio, Android Studio, RubyMine, RSpec, NodeJS, IntelliJ, Git, Jira, Swagger, Jenkins, Postman, Unity, Cypress, Appium, Selenium

Database

MySQL, MongoDB

Work Experience

Gamblit Gaming | Software Engineer — Oct 2019– Dec 2019

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

AutoGravity | QA Automation Engineer — Jan 2018 – Oct 2019

- Work alongside multidisciplinary teams to validate and resolve Jira tickets via REST API and MySQL in agile environment.
- Update and maintain Ruby automation test scripts using the RSpec framework designed to test microservice architecture.
- Manage 37+ automated test jobs through Jenkins and report integration bugs to backend developers.
- Migrate test automation code written in Ruby to a new test framework written in JavaScript using NodeJS.
- Mentor team members using internal test tools to validate responses received from third party APIs.
- Participated in writing and maintaining legacy Java Spring backend code that automates internal importing services.

Irvine Valley College | Tutor — April 2014 – Dec 2016

- Taught introductory programming courses such as C/C++, Data Structures, Java, and Python.
- Tutored mathematics from algebra to pre-calculus.

Projects

Computer Game Development | Star Chaser — Oct 2017 – Dec 2017

- Strategic shoot'em up game for Android Mobile Devices made with the Unity C# Game Engine.
- Implement touch controls for player using Unity's event system and designed AI boss behavior.
- During the UCI games showcase, around 20 people visited my group's booth to play the game.
- Each player averaged 15 to 20 minutes of gameplay.

Projects in Databases and Web Applications | Fabflix — Oct 2017 – Dec 2017

- Construct a Netflix-like website but for games using HTML, JSP, CSS, and MySQL.
- Use Java for the backend to access MySQL database via JDBC.
- Implement login and shopping cart interface via JSP servlets.
- Develop an Android App using Android Studio to access the game database's information through XML.

Hacktech 2017 | Hydro Hunters — March 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.
- 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.

IEEE GameSig Finalist Spring Quarter 2016 | SpookySpoils — April 2016

- Develop a 2D top down puzzle game in Unity using the Tobii SDK with a team of 4 programmers and artists during a UCI game jam.
- Received an honorary mention of most creative game by judges from the game industry such as Blizzard Entertainment.