

HARVEY BENNETH DORMIDO LIMBO

Contact Info

✉ limboh27@gmail.com

📞 657-236-1890

Website: hlimbo.github.io

Skills

Programming Languages

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

Tools

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

Database

MySQL, MongoDB

Education

University of California, Irvine

- Bachelor's of Science
Computer Science

Irvine Valley College

- Associate's Degree in
Computer Languages

Work Experience

MEDL Mobile | Software Engineer

Feb 2020 – Present

- Maintain a Legacy Monolithic ExpressJS backend codebase by providing bugfixes and adding new features/enhancements.
- Learn React and Redux to help build out a new Web App Project with following features:
 - Implement Drag and Drop Layouts using react-beautiful-dnd.
 - Create animations to transition between multiple views using react-transition-group.
 - Implement form validation using Formik.
 - Build an API wrapper library using Axios to access HTTP endpoints programmatically.

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.

Projects

Project Ace | Game Developer

May 2020 – Dec 2020

- Write server and client code in C# using Unity and Mirror Networking API.
- Deploy Game Server on a linux machine using Digital Ocean.
- Implement card drag and drop system using Unity's Event System.
- Visit <https://hlimbo.github.io/#/ProjectAce> to see more technical details about the game.

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.

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.