

# Justin Kyle Torres

Pasadena, California | Cell: 818-403-5405  
[justinkyletorres.com](http://justinkyletorres.com) | [Github](https://github.com/justintorres) | [in/justin-torres](https://in.justin-torres) | [justintorres56@gmail.com](mailto:justintorres56@gmail.com)

## I AM

---

A curious learner who values people-oriented collaboration and user-centric design

## EDUCATION

---

**Bachelor of Science in Computer Science:**  
Loyola Marymount University | Los Angeles, CA

GPA 3.51  
May 2019

## WORK EXPERIENCE

---

### **STRIVR | Palo Alto, CA / Remote**

*Software Engineer I*

*May 2019 – September 2020*

*Software Engineer II*

*September 2020 – April 2022*

*Senior Software Engineer*

*April 2022 – January 2024*

- Collaborated with product and design to implement learnings to reduce the hours needed to build content by leading the launch of a new CG content authoring web app. Powered by a React/Redux/TypeScript frontend with a NodeJS/TypeScript backend and a NoSQL Google Cloud datastore.
- Revamped an internal & external facing web portal. Reduced the time needed to generate analytical data for customers by building pages and analytical charts which demonstrated business value through learner and usage data. Powered by Next.js with a TypeScript/React frontend and a TypeScript/NodeJS backend.
- Interviewed, and mentored junior-level teammates to facilitate their growth and accelerate onboarding to the team and work culture.
- Increased stability and usability of a legacy Windows content authoring tool through implementing better exception handling, logging, and new features to increase quality of life for users. Powered by WPF & C#.

## RELEVANT PROJECTS

---

### **Interactive Portfolio 2024 - Present**

- A C# Unity WebGL game to create an interactive portfolio experience hosted on the web. Hosted on Next.js with a React frontend.

### **The Law of Attraction 2022**

- A charming point-n-click game with mini-games, and surprise monster dates. Built in Godot for Portland Indie Game Squad's Summer Slow Jam.

### **K'two 2019**

- A proof-of-concept class-based multiplayer zombie survival game. Made with Unity C# & utilized Unity's high-level networking API for multiplayer.