

Justin Kyle Torres

Pasadena, California | Cell: 818-403-5405
justinkyletorres.com | [Github](#) | in/justin-torres | 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

- Led with multiple stakeholders to launch an internal web-based CG content authoring tool based on flexibility and empowering user expression. Tech stack included a React/Redux/TypeScript frontend with a NodeJS/TypeScript backend with a NoSQL datastore.
- Revamped an internal & external facing web portal. Feature work included analytical charts and user authorization management. Powered by NextJS with a React/TypeScript frontend and a TypeScript backend.
- Interviewed, and mentored interns and junior-level teammates to facilitate their growth and accelerate onboarding to the team and work culture.
- Kept the lights on and implemented new features for a Windows content creation tool for 360 immersive learning content. Used WPF/C#.

RELEVANT PROJECTS

Interactive Portfolio 2024

- A C# Unity based WebGL game to create an interactive portfolio experience. Made with Inkle's Inky- a narrative dialogue authoring system.

The Law of Attraction 2022

- A charming Victorian point-n-click game with multiple mini-games to win the favor of a surprise monster date. Made for the Portland Indie Game Squad's Summer Slow Jam 2022. Built in Godot.

K'two 2019

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