Illian Villena
Independent Game Developer

Santa Cruz, CA - Email me on Indeed:

I am a professional software engineer seeking adventures in game design and advanced programming. I would like to bring my experiences from military research and independent game development to companies with unique goals.

WORK EXPERIENCE

Independent Game Developer
Santa Clara, CA - 2011 to Present

- Created a game engine based on modern OpenGL (3.3 core) GLSL, C, C++ and Lua.
- Raised funding through family investments & $17000 through Kickstarter crowdfunding.
- Presented at PAX East 2016 (Boston, MA, USA) and PAX Prime 2012 (Seattle, WA, USA)
Alpha Battery, 1st Battalion, 12th Marine Regiment

Software Engineer + Battle Systems Design
NASA Ames Research Center   -   Mountain View, CA - 2015 to 2017

Designed, debugged, and implemented simulation software for a multi-disciplinary research effort of behavioral psychologists, US Army test pilots, aerodynamics engineers and software engineers.
- Developed game engine software (C/C++/Python/VBS3-script) for SCORCH simulator project, and parts of SUMIT project. Both projects created prototype environments for drone control systems and MUM-T (Manned-Unmanned-Teaming) in future helicopters.
- Daily programming tasks in VBS3 game engine, experimental network programming (TCP, UDP), AI path planning tools, and Linux + Windows cross platform programming.
- Successfully deployed pilot testing trials with A/B testing & scientific data collection.
- Deep research combining user interface (UI), artificial intelligence (AI), and human- computer interaction (HCI).

Corporal of Marines
United States Marines Corps - 2002 to 2006

- Served as an Artillery Cannon Crewman (MOS 0811)
- Deployed to Okinawa, Japan, Thailand, & Korean Peninsula.
- Supported Japanese military forces & humanitarian missions during 2004 Tsunami.

EDUCATION

Bachelors of Science in Computer Science
University of California   -   Santa Cruz, CA
June 2006 to June 2010