

Jason Komoda

jason.komoda@gmail.com | 808.389.3619 | jasonkomoda.github.io

Education

University of Denver – Denver, CO

Bachelor of Science in Computer Science (Game Development)

Graduated: June 2018

Minor in Mathematics and Emergent Digital Practices

- Major GPA: 3.8

Technical Skills

Programming: Java, C#, C++, HTML, CSS, Javascript, Typescript, Angular, Node.js, gRPC, Jasmine/Karma

Tools/DB: Git, Bash, Linux OS, SQL, MongoDB, Cassandra, Sequelize, Docker

Objective

- 3+ years of experience producing financial technology solutions in the casino payment industry.
- Proven ability to leverage full-stack knowledge and experience to build interactive and user-friendly website designs and service layers to scale.

Work Experience

Everi – Las Vegas, NV

January 2019 - Present

Software Developer I

- Created a web app, API layer, and multiple backend microservices using Typescript, Koa, Cassandra, SQL, and Angular.
- Worked closely with analysts, QA, and an architect to collect and implement business requirements.
- Created an alerting system which allows management and call center representatives to quickly resolve customer issues and help reduce internal application down time.
- Assisted in scaling the company's core service layer that is used by all kiosks, atms, and mobile apps.
- Setup and maintained a 6-node Cassandra cluster in CentOS/Redhat that stores information about all applications involved in every transaction.
- Modified Cassandra schema partitioning and configurations to reduce query times by about 67%.

Associate Software Developer

July 2018 - January 2019

- Started to revamp a legacy .NET application into a progressive web app which made logging, alerting, and monitoring for all payment applications more scalable and robust.

Live in the Game LLC – Denver, CO

May 2017 – September 2017

Software Development Intern

- Worked on two indie games using Unity2D/3D and C#.
- Worked with artists and project leads to implement new game features and stories.

Projects

Ski-Royale [Unity2D, C#]

jasonkomoda.github.io/Ski-Royale

- Created split screen multiplayer using multiple cameras, layer masks, and other UI elements.
- Developed an item system that uses RNG and current player state to determine the item on pickup.
- Implemented a combat system consisting of projectiles, collisions, health, and physics2D.