

# Jason Komoda

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## 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](http://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.