Justin Bishay

Website Portfolio: https://jkbishay.github.io
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SKILLS

Programming Languages: C#, C, C++, JavaScript, Java, HTML/CSS, R
Toolsets/OS: Mac OS X, Windows 10, Unix, Git/GitHub
Other Software/Tools: Unity, Visual Studio, Visual Code, IntelliJIDEA, Eclipse, Blender, XSplit

EXPERIENCE

Graduate Research Assistant - *Laboratory for Advanced Visualization Applications*

August 2019 - Present

- Manage and troubleshoot large multi panel display systems called CyberCANOEs
- Working on cloud pixel streaming project for data visualization applications such as ParaView

Undergraduate Research Assistant - *Laboratory for Advanced Visualization Applications*

January 2018 - May 2019

- Collaborated with others on augmented and virtual reality research projects
- Maintain augmented and virtual reality devices and large data visualization systems

Intern - *Pacxa*

June 2014 & August 2014

- Installed and setup modified iPads in hotel rooms at the Sheraton Waikiki and Royal Hawaiian hotels while working with a team 7-10 technicians to troubleshoot and resolve issues

EDUCATION

University of Hawaiʻi at Mānoa, Bachelor of Science in Computer Science - *GPA: 3.80*

August 2015 - May 2019

University of Hawaiʻi at Mānoa, Master of Science in Computer Science - *GPA: 4.00*

August 2019 - Present

- President of the Game Dev club
- Special Interest Group leader in ACM Manoa club

AWARDS

Best Gaming/Entertainment App - $1000, AT&T Honolulu Hackathon 2018

March 2018

Community choice for Dramatically Diverse, Global Game Jam 2018

January 2018

PROJECTS

S.P.I.E.S. - *Virtual Reality, Networking, Unity, C#*

October 2019 - December 2019

- Spy game where a player in virtual reality navigates a building and solves puzzles with help from another player who can track the spy's position and building layout remotely

Keller's Hall - *Virtual Reality, Unity, C#*

August 2019 - September 2019

- Virtual reality horror experience where users physically walk down a scary hallway

We, the One - *Unity, C#*

January 2019

- Short 2D bullet hell style game made for Global Game Jam 2019 where the player must navigate through obstacles while collecting friends that can help them journey home

Olympic History Visualization - *Javascript, HTML, Data Visualization*

October 2018 - December 2018

- Webpage that visualizes the results of the winter and summer olympics throughout history
- Users can query data by country, sport, and gender

RUNba CRUSH - *Unity, C#, Blender, 3D Modeling*

July 2018 - November 2018

- Base defense game with touch controls that supports up to 4-player co-op designed for a large display wall

HoloRacer - *Augmented Reality, Unity, C#, Blender, 3D Modeling*

June 2018 - October 2018

- An application that allows users to create a race track and drive around cars in their environment and race against AI cars that can be guided with waypoint markers

HoloSage - *Augmented Reality, Unity, C#*

January 2018 - October 2018

- Annotation and training application that can create and play back holographic annotations as recordings with sound; recordings can also be saved and loaded

1854 Cholera Outbreak in London - *Javascript, HTML, Plotly, Leaflet, Data Visualization*

September 2018

- Webpage that visualizes the data of the 1854 cholera outbreak in London with interactive charts and maps
- Can be viewed at: https://jkbishay.github.io/hidden/dataviz/cholera/

Turretz - *Augmented Reality, Networking, Unity, C#*

March 2018

- Tower defense game made for the 2018 Honolulu Hackathon where the player's environment is the battlefield and networking is used to play cooperatively from mobile devices
- Game was awarded the first place prize for Best Gaming/Entertainment App of $1000

RUNba RUSH - *Unity, C#*

January 2018

- A short indie puzzle game made for Global Game Jam 2018 where the player controls multiple dysfunctional RUNbas (Roombas) to clean up hazards before a toddler eats them

Playto - *Unity, C#*

September 2017 - December 2017

- 2D puzzle platformer game where the player plays as a piece of playdoh and must solve puzzles to progress through levels to find new purpose after his kid no longer plays with him

Super Circle Joe - *Java*

January 2017 - April 2017

- A 2D bullet hell style arcade shooter where the player plays as a circle and must defeat endless waves of enemy squares and bosses by changing the color of their attacks