Justin Bishay

Online Portfolio: https://jkbishay.github.io

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Education

University of Hawai'i at Manoa

August 2015 - present

- Bachelor's of Science in Computer Science, GPA: 3.85
- Took ICS 485 Game Design, ICS 484 Data Visualization
- Undergraduate Research Assistant at the Laboratory for Advanced Visualization and Applications (LAVA)
- Expected Graduation is Spring 2019

Mid-Pacific Institute

- Graduated in May 2015, GPA: 4.16 /4.00
- Took a course in robotics with Vex Robotics
- Graduated with International Baccalaureate, AP Calculus (5/5), and AP Physics (4/5)

Experience

Laboratory for Advanced Visualization Applications - Undergraduate RA

January 2018 – present

- Collaborate with others to create augmented and virtual reality (AR/VR) applications
- Manage and troubleshoot large multi panel display systems known as CyberCANOEs
- · Conduct research on various methods of data visualization
- · Contracted by NAVY to create an AR annotation & training program for teaching users how to operate submarines

PACXA - Intern

June 2014 & August 2014

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

Ohana Komputer - Curriculum Editor (Google Drive)

June 2017 - September 2017

- · Used Google Docs to edit and update Microsoft Office curriculum to be taught with Google Drive applications
- · Updated lesson plans for Google Docs, Google Sheets, and Google Slides
- Formatted the layout of documents in Google Docs

Technical Skills

Programming Languages

C#, C, Java, JavaScript, HTML/CSS

Toolsets/OS

Git/GitHub, Mac OS X, Windows 10, Unix

Development Environments and Other Software

Unity3D, IntelliJIDEA, Eclipse, Blender



Projects

HoloSage

January 2018 - October 2018

- Augmented Reality, Unity, C#
- HoloSage is capable of creating and playing back holographic annotations as recordings with sound
- · Can also save and load the data to and from files
- · Presented project at Submarine EW TANG Expo where I pitched the project to numerous groups of investors
- Collaborated with another LAVA Research Assistant to develop the program

Playto

Fall 2017

- Unity, C#, Game Design
- A 2D puzzle platforming game where the player plays as a piece of play-doh and must solve puzzles to progress through levels and find new purpose after his kid no longer plays with him.
- Worked with a team of animation and computer science undergraduate students
- Game was recognized for Best Technical Achievement and Best Overall Game in the class

Turretz

March 2018

- Augmented Reality, Unity, C#, Game Design
- A tower defense game made in augmented reality for the <u>2018 Honolulu Hackathon</u> that uses the player's environment as the battlefield. Also includes networking for others to play cooperatively from mobile devices.
- · Worked with a team of four to develop this game
- Programmer for game logic, mechanics, and spatial mapping
- Game was awarded the first place prize for Best Gaming/Entertainment App of \$1000

HoloRacer

October 2018

- Augmented Reality, Unity, C#, Game Design, Blender, 3D Modeling
- . An application that allows users to create a race track and drive around cars in AR
- · Players can place waypoint markers to direct AI cars
- · Solo project made in my free time

RUNbaRUSH

January 2018

- Unity, C#, Game Design
- A short indie puzzle game made for <u>Global Game Jam 2018</u> where the player must simultaneously control multiple and dysfunctional RUNbas (Roombas) to clean up hazards around the house before the toddler eats them.
- · Worked with a team of 5 to develop this game
- · Acted as lead programmer for this project
- Game was voted as the most <u>Dramatically Diverse</u> out of all the games at the Honolulu Global Game Jam location

Super Circle Joe

Spring 2017

- Java, Game Design
- A 2D bullet hell style arcade shooter where the player plays as a circle and must defeat endless waves of enemy squares and bosses. The player must change the color of their attacks to efficiently defeat enemies.
- · This was a solo project I created in my free time