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 2018 Honolulu Hackathon 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 Global Game Jam 2018 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 Dramatically Diverse 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