Justin Bishay

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

University of Hawaiʻi at Mānoa	Computer Science **Masters**
GPA: 4.00	**August 2019 - Present**

University of Hawaiʻi at Mānoa	Computer Science **Bachelors**
GPA: 3.80	**Received May 2019**

Skills

Programming Languages:

C#, C, C++, JavaScript, Python, 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

Work

Graduate Research Assistant   **August 2019 - Present**

Laboratory for Advanced Visualization Applications

- Manage and troubleshoot large multi panel display systems called CyberCANOEs
- Implemented cloud pixel streaming for data visualization applications (ex. ParaView)

Undergraduate Research Assistant   **January 2018 - August 2019**

Laboratory for Advanced Visualization Applications

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

High School Internship   **Summer 2014**

Pacxa

- Installed and setup iPads for concierge services in hotel rooms
- Worked with a team 7-10 technicians to troubleshoot and resolve issues

Extra Curricular

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President of Game Dev Club	**January 2019 - Current**
Speical Group Leader for Association for Computing Machinery	**August 2018 - Current**
Tournament Organizer for Official Super Smash Bros. Esports	**March 2017 - Current**

Projects

S.P.I.E.S.   October 2019 - December 2019
Virtual Reality, Networking, Unity, C#, Game Design

- Spy game where a player in virtual reality navigates a building and solves puzzles
- Remote player helps the spy by tracking the spy's position and building layout
- https://jkbishay.github.io/projects/spies
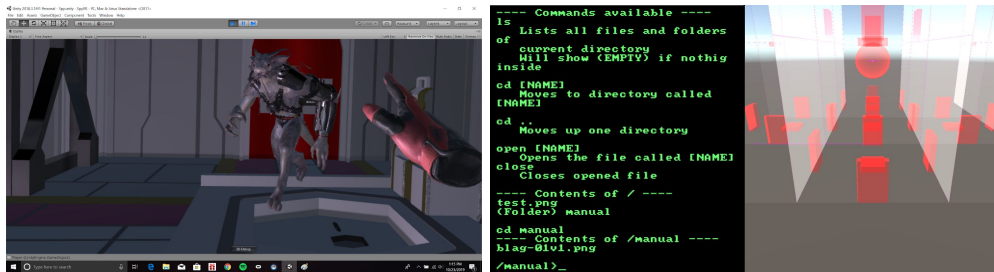
Keller's Hall   August 2019 - September 2019
Virtual Reality, Unity, C#
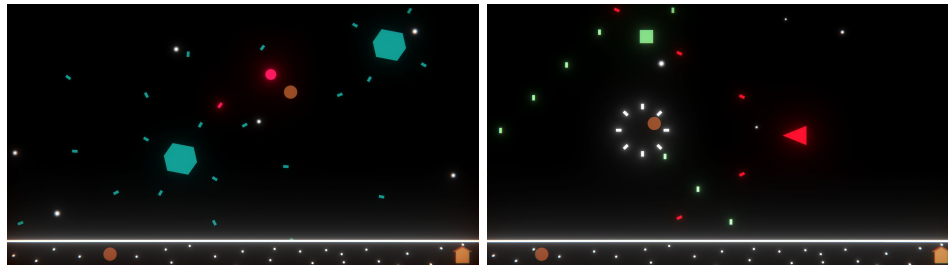
- Virtual reality horror experience where users physically walk down a scary hallway

We, the One   January 2019
Unity, C#, Game Design

- Short 2D bullet hell style game made for Global Game Jam 2019 where the player
- Player navigates through obstacles while collecting friends that can help them
- https://jkbishay.github.io/projects/wetheone

Olympic History Visualization   October 2018 - December 2018
Javascript, HTML, Data Visualization

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

RUNba CRUSH   **July 2018 - November 2018**

Unity, C#, Blender, 3D Modeling, Game Design

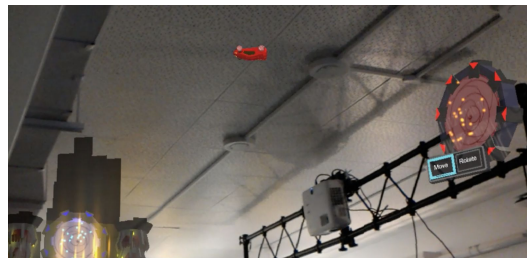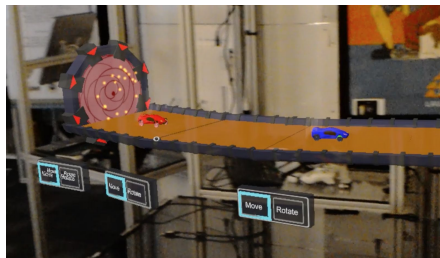- Base defense game with touch controls that supports up to 4-player co-op

HoloRacer   **June 2018 - October 2018**

Augmented Reality, Unity, C#, Blender, 3D Modeling, Game Design

- An application to create a race track and drive around cars in user's environment
- Race against AI cars that can be guided with waypoint markers
- https://jkbishay.github.io/projects/holoracer

HoloSage   **January 2018 - October 2018**

Augmented Reality, Unity, C#

- Annotation and training application that can create and play back holographic annotations as recordings with sound; recordings can also be saved and loaded
- https://jkbishay.github.io/projects/holosage
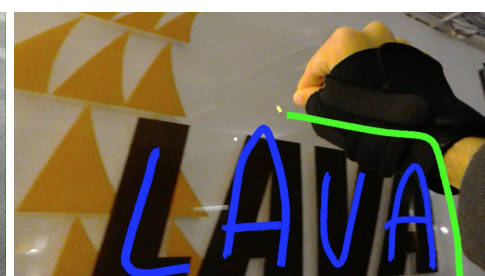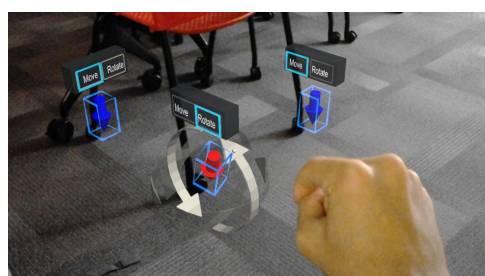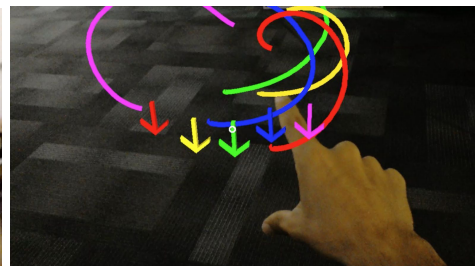
1854 Cholera Outbreak in London   September 2018

Javascript, HTML, Data Visualization

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

Turretz   March 2018

Augmented Reality, Networking, Unity, C#, Game Design

- Tower defense game where the player's environment is the battlefield
- 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   January 2018

Unity, C#, Game Design

- Short indie puzzle game where the player controls multiple RUNbas (Roombas)
- Must clean up hazards before a toddler eats them
- Community award for Dramatically Diverse in Global Game Jam 2018
- https://jkbishay.github.io/projects/runbarush
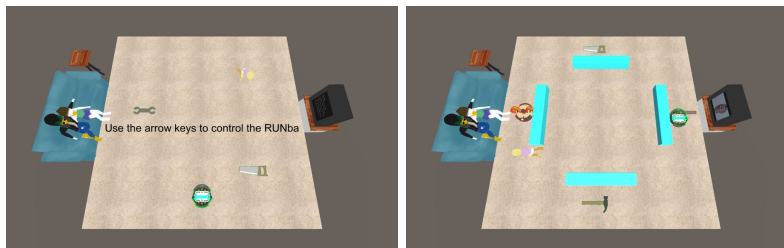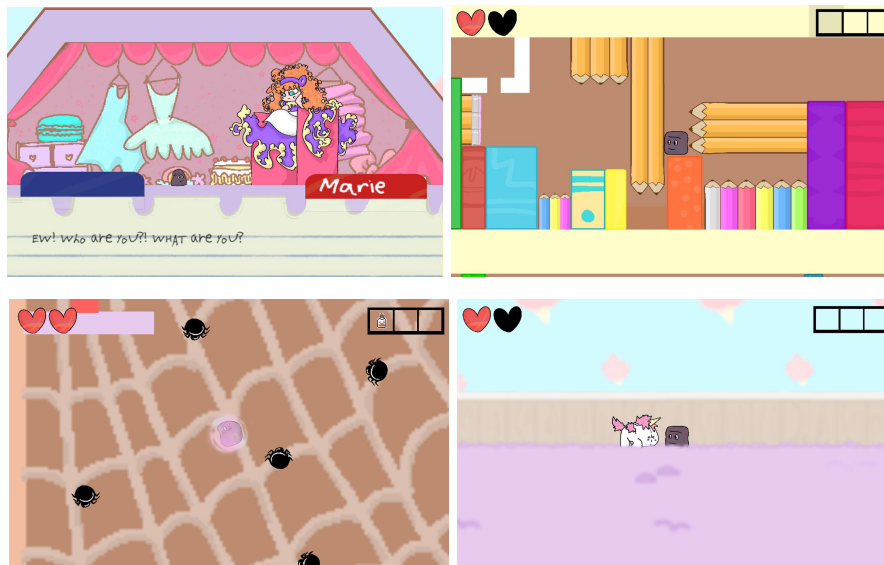

Playto   September 2017 - December 2017

Unity, C#, Game Design

- 2D puzzle platformer game where the player plays as a piece of playdoh
- Playdoh can morph between three forms each with different capabilities
- https://dreamingbento.github.io/

Super Circle Joe   **January 2017 - April 2017**

Java, Game Design

- A 2D bullet hell style arcade shooter where the player plays as a circle
- Defeat endless waves of enemies by changing the color of attacks
- https://jkbishay.github.io/projects/supercirclejoe