

Justin Bishay

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

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Education

Bachelor of Science in Computer Science

University of Hawai'i at Manoa 2015-2019

Experience

Laboratory for Advanced Visualization Applications

January 2018 – present

- Work with and troubleshoot large multi panel display systems known as CyberCANOE's
- Conduct research on various methods of data visualization
- Collaborate with others to create augmented and virtual reality applications

Esports - Assistant Tournament Organizer & Streamer

March 2017 – present

- Voluntarily assist in running tournament brackets for competitive Super Smash Bros.
- Help to maintain and edit Twitch live stream of matches throughout the tournament with XSplit
- Set up and take apart streaming equipment and tournament match stations
- Have also casted/commentated tournament matches

Ohana Komputer - Curriculum Editor

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

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

Technical Skills

Programming Languages

- **Experienced:** C, C++, C#, Java, JavaScript, HTML/CSS
- **Familiar:** Common Lisp, Prolog, SQL

Toolsets/OS

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

Development Environments and Other Software

Unity (2D & 3D), Visual Studio, Visual Code, IntelliJIDEA, Eclipse, Blender



Projects

S.P.I.E.S.

December 2019

Virtual Reality, Networking, Unity, C#

- Spy game where a player in virtual reality navigates a building and solves puzzles with help from another player
- Second player is able to track spy's location and building layout remotely via networking
- Worked with a team of three computer science students

Keller's Hall

September 2019

Virtual Reality, Unity, C#

- Virtual Reality horror experience where users physically walk down a scary hallway
- Made for the Oculus Quest which allowed full freedom of movement in a real hallway

We, the One

January 2019

Unity, C#, Game Design

- A short 2D bullet hell style game made for Global Game Jam 2019
- Player must navigate through obstacles while collecting friends that can help them journey home
- Game implemented adaptive soundtrack that changed as friends were gained and lost

RUNba CRUSH

November 2018

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

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

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

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 project was pitched to numerous groups of investors
- Collaborated with another Research Assistant to develop the program

Turretz

March 2018

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

- An augmented reality tower defense game made for the 2018 Honolulu Hackathon
- Player's environment is the battlefield and networking is used to play cooperatively from mobile devices.
- Worked with a team of four to develop this game and worked on game logic, mechanics, and spatial mapping
- Game was awarded the first place prize for Best Gaming/Entertainment App of \$1000



RUNba RUSH

January 2018

Unity, C#, Game Design

- 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
- Worked with a team of five to develop this game and acted as lead programmer for this project
- Game was voted as the most Dramatically Diverse out of all the games in Honolulu

Playto

Fall 2017

Unity, C#, Game Design

- A 2D puzzle platformer game where the player plays as a piece of playdoh 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 five animation and computer science students
- Game was recognized for Best Technical Achievement and Best Overall Game in the class

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