

REYNALDO CABANSAG JR

JRCABANSAG.COM | CABANSAG@STANFORD.EDU | 571-289-6257

EDUCATION

STANFORD UNIVERSITY '20 4.01 GPA (OUT OF 4.0)

CS MAJOR WITH ARTIFICIAL INTELLIGENCE FOCUS

Favorite classes:

CS248 - Interactive Computer Graphics (Unity3D, Blender, C#)

CS230 - Deep Learning (Tensorflow)

SKILLS

GAME DEVELOPMENT (Unity3D, Blender, C#)

IOS DEVELOPMENT (Objective C, XCode) **FRONT-END DESIGN** (Sketch, Illustrator, Photoshop)

EXPERIENCE

PINTEREST IOS DEVELOPMENT INTERN JUNE 2018 - SEPTEMBER 2018

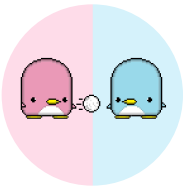
- Developed fix for unsolved UX issue in iOS app, being used in surfaces visited by millions of Pinners daily
- Implemented my solution in a generic, reusable class to make it accessible for other Pinterest iOS engineers
- Created focused & personalized shopping surface for Pinners
- Built tool to streamline birthday party planning, one of the biggest use cases in Pinterest
- Conducted UX research and used feedback from Pinners to make the board surface more user-friendly
- Coded with Objective C and XCode

GAMES & PROJECTS



ICE SCREAM JANUARY 2018 - MARCH 2018

- **WON 1ST PLACE IN STANFORD CS248 COMPETITION** with judges from Blizzard, Riot, and PocketGems
- Created Ice Scream, an action/strategy game where you use ice cream to defeat lactose intolerant monsters
- Designed all assets, characters, and animations in 3D using Blender, including five different enemies
- Implemented character customization to incentivize re-strategizing level plays and achieving new high scores
- Learned Unity3D, Blender, and C# for the first time while developing the game, all in a span of 10 weeks



PENGUIN TAG JANUARY 2018 - FEBRUARY 2018

- Developed Penguin Tag, a competitive arcade game where penguins have a snowball fight while playing tag
- Utilized Tensorflow and deep learning to create an opponent AI that emulates human gameplay
- Trained and refined neural network model using tactics like data augmentation and batch gradient descent
- Emulated old-school games by creating pixelated graphics in MSPaint



ELECTRIBIRDS FEBRUARY 2015 - APRIL 2015

- Created Electribirds, a cutesy arcade game currently out on the iOS App Store!
- Implemented optional, incentive-based advertising to raise revenue without sacrificing player experience
- Added customization to maximize personalization and replayability
- Designed vector-based, scalable graphics using Adobe Illustrator and coded with Swift in XCode



HACKATHONS JANUARY 2015 - PRESENT

- **VR GRAND PRIZE - TREEHACKS 2017** Moonlens: a more accessible VR platform (iOS/Swift)
- **BEST DESIGNED APP - HACKDC 2015** Positivity: a social network for PTSD victims to find support in (iOS/Swift)
- **BEST OVERALL APP - HACKTJ 2015** Zomblr: a zombie themed fitness app where you run for your life! (iOS/Swift)