

# Julio Nolasco

## Software Engineer

Email: [Julio96@att.net](mailto:Julio96@att.net)

Portfolio: <https://jrnolasc.github.io/portfoliosite/>

Results-oriented developer highly effective at problem-solving and conflict resolution. Hardworking and resourceful. Overcomes challenges and works effectively in fast-paced environments. Known for being a collaborative team player. With 6 years of experience in the tech industry.

## Skills

- C# | Java | JavaScript | Python | C++ | SQL | HTML5 | CSS | YAML | React
- AWS | NodeJS | Docker | Kubernetes | CI/CD | Git | Unity | Unreal | Agile Development

## Work Experience

### Senior Developer

*Tesseract, Fayetteville, AR*

- Developed projects with an interdisciplinary team, using tools such as **Unity, C#, GitLab, and Jira**
- Led research into new technologies that would reduce development time and save on budget cost.
- Mentored, evaluated, and improved the work of junior developers on team, working to provide training, constructive criticism, and knowledge transfer.

### Software Developer

*University of California Santa Barbara, CA*

- Developed a game with a quick turnaround time and limited budget using **Unity, C#, Jira**.
- Devised a roadmap that would guide the team through development.
- Designed and implemented a user interface that was efficient and easy to understand.

### Application Developer CI/CD

*Tyson, Springdale, AR*

- Created technical documentation and technical training materials for current and future developers.
- *Implemented changes that speed up time required to run our pipelines in GitLab.*
- *Designed and developed tools that optimized company efficiency by reducing development time and cutting cost through the maintenance of GitLab licenses using **AWS, Terraform, Docker, Kubernetes, GitLab, and SQL**.*

## Education

*University of Arkansas*

- Computer Science B.A.

## Projects

*Mornin' In Your Eyes*

- A 2D point and click game that drops players in the middle of the Civil Rights movement. Won Silver at the 2021 International Serious Play Awards. Developed in **Unity**.

*Housing The Human and Sacred*

- A 3D interactive tour of Fay Jones' most famous Arkansas Houses. Developed in **Unity**.