

## TECHNICAL SKILLS

**Languages:** (*Proficient*) C# ♦ Java ♦ JavaScript ♦ (*Familiar*) C/C++ ♦ Lua ♦ Python ♦ HTML/CSS  
**Tools:** Unity ♦ Unreal ♦ OpenGL ♦ GIT ♦ Visual Studio ♦ Eclipse ♦ React ♦ Node.js ♦ Jenkins ♦ JIRA  
**Skills:** Game Development ♦ Data Structures & Algorithms ♦ Object-Oriented Programming ♦ Agile Development ♦ Computer Graphics ♦ Computer Networks ♦ Artificial Intelligence ♦ Linear Algebra

## EXPERIENCE

**Blizzard Entertainment | Software Engineer Intern** June – September 2017

Developed a rich single-page web application from the ground up using React with Node.js.

- ♦ Enhanced the project by developing a new feature during a department hackathon; a responsive 3D globe visualization using WebGL that renders large amounts of live data from websockets.
- ♦ Collaborated closely with designers and program managers in an Agile/Scrum environment, employing JIRA and Confluence to coordinate tasks as well as Jenkins for continuous integration.
- ♦ Participated in code reviews and collaborated with fellow engineers using Github.

**Google's Applied CS with Android Program | Programmer** April - June 2016

Selected to participate in a pilot program that reinforces concepts from data structures and algorithms, as well as artificial intelligence, via practical app development on the Android mobile platform.

- ♦ Implemented, with Java, various games featuring custom UI and heuristic AI opponents.
- ♦ Designed and implemented a procedurally generated maze game, for the capstone project.

## PROJECTS & AWARDS

**Elemental Fury | 3<sup>rd</sup> Place Overall – BeachHacks (vs. 38 competing projects)** April 2017

- ♦ Designed a multiplayer VR game; players use hand motions to control elemental powers and defeat their opponents. Implemented the network, player controls, and effects with Unity.

**Battle of the Bards | 2<sup>nd</sup> Place Overall – HackPoly (vs. 71 competing projects)** February 2017

- ♦ Designed a turn-based rhythm/RPG card game; players control a RPG party and cast spells from a deck of cards by playing rhythm segments. Implemented UI and spell functionality with Unity.

**inVRasion | Senior Project** September 2016

- ♦ Designed an asymmetric multiplayer VR game; the VR player is a giant city destroying mech while up to 4 other players in co-operative split-screen multiplayer fight the VR player. Implemented player controls and weapons functionality for multiple class archetypes with Unity.

## LEADERSHIP

**Student Game Developer Alliance | Founder, Committee Chair** February 2017 - Present

Founded a new state-wide organization joining student game development clubs from 9+ universities.

- ♦ Spearheaded, organized, and hosted the largest student-organized game development summit ever, bringing together over 200 students and industry professionals to collaborate, share games, and learn about various professions within the game development industry.

**Cal Poly Pomona Game Design & Development Club | President** March 2016 – June 2017

Lead a new student club at Cal Poly Pomona focused on inspiring and facilitating video game design and development, successfully quadrupling membership to 80+ multidisciplinary students.

- ♦ Coordinated diverse teams of multidisciplinary students to develop several independent games.
- ♦ Mentored members and hosted workshops on topics such as Unity and VR game development.

## EDUCATION

**Bachelor of Science, Computer Science**  
California State Polytechnic University, Pomona, CA

**cum laude**, GPA: 3.56 / 4.00  
(Graduation: December 2017)