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## TECHNICAL SKILLS

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**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

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## EXPERIENCE

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**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.
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## PROJECTS & AWARDS

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**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.
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## LEADERSHIP

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**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.
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## EDUCATION

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

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