

Summary

Motivated and dynamic programmer with a long-standing passion for game development. Proven leader who enjoys collaborating with multit talented groups. Recognized for being versatile, open-minded, and delivering high-quality results. Seeking challenging work with a company that values teamwork and personal growth.

EXPERIENCE

BLIZZARD ENTERTAINMENT | Software Engineer Intern **06/2017 – 09/2017**

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

- ◆ Enhanced the project by developing a new feature, outside the initial scope, during a hackathon; an interactive 3D globe visualization that renders large amounts of live data from websockets.
- ◆ Solved, using WebGL and object pooling, a limiting frame rate issue prior engineers had faced.
- ◆ Learned and applied Javascript with CSS to execute detailed UX designs and animations.
- ◆ Participated in and contributed to code review, sprint planning, and stakeholder meetings.
- ◆ Collaborated directly with designers, program managers, and fellow engineers in an Agile/Scrum environment, utilizing JIRA to coordinate tasks, Jenkins for CI/CD, and Github for code reviews.

GOOGLE APPLIED CS WITH ANDROID PROGRAM | Programmer **04/2016 – 06/2016**

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 | 3rd Place Overall – BeachHacks (vs. 38 competing projects) **04/2017**

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

Battle of the Bards | 2nd Place Overall – HackPoly (vs. 71 competing projects) **02/2017**

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

inVRasion | Senior Project **09/2016**

Designed an asymmetric multiplayer VR game; 4 split-screen players choose from multiple classes and work together to fight a VR player. Implemented player controls, UI, and weapon mechanics with Unity.

LEADERSHIP

Student Game Developer Alliance | Founder, Committee Chair **02/2017 - Present**

Founded a new state-wide organization joining student game development clubs from 9 universities, spearheading the largest student-organized game development summit ever with over 200 students and industry professionals attending to learn about various professions within the game industry.

Cal Poly Pomona Game Design & Development Club | President **03/2016 – 06/2017**

Lead a new student club focused on inspiring and facilitating video game design and development, mentoring 80+ members and coordinating teams of multidisciplinary students to develop games.

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

Key Concepts: Game Development ◆ Data Structures & Algorithms ◆ Object-Oriented Programming ◆ Agile Development ◆ Computer Graphics ◆ Computer Networks ◆ Artificial Intelligence ◆ Linear Algebra

EDUCATION

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

Cum Laude
(Graduation: December 2017)