



## PROFESSIONAL SUMMARY

*Dedicated professional with expertise spanning software engineering, game development, and project management success for leading organizations*

Proven talent for aligning business strategy and objectives with established technology and operations management paradigms to drive continuous improvement and optimal quality. Innovation-focused thought leader with the ability to produce clean, high-quality code, deliver exceptional results in Agile development environments, develop and integrate innovative features, and proactively collaborate with cross-functional teams. Exceptionally dedicated professional with keen interpersonal, communication, and organizational skills, as well as strong educational credentials, including a Master of Science in Computer Science.

### CORE COMPETENCIES

- Software Development
- Game Mechanics Engineering
- Requirements Gathering
- Project Coordination
- Agile Development
- Software Testing
- Programming
- Issue Resolution
- Documentation

## PROFESSIONAL EXPERIENCE

STORM8, INC., SAN MATEO, OCT 2021 TO PRESENT

### **SOFTWARE ENGINEER**

- Spearheaded engineering functionality alongside a dedicated team of cross-functional disciplines for feature development efforts which led to an unprecedented increase in revenue.
- Collaborated with the UI team as the sole engineer in a tight-knit environment to execute a mobile UI overhaul, resulting in substantial screen real estate and quality-of-life improvements.
- Maintain responsibility for developing changes in Unity3D C#.
- Demonstrate strong knowledge of SourceTree for version control and Looker for analytics observation.
- Foster and maintain collaborative working relationships with various leads to drive development.
- Ensure project completion and optimal quality within an Agile development environment.
- Identify, troubleshoot, and resolve complex issues in a timely and innovative manner.
- Perform software testing and bug-fixing through code reviews to ensure proper functionality.

CODING MINDS ACADEMY/CHEGG TUTORING/TUTORME, REMOTE, SEPT 2015 TO AUG 2021

### **STUDENT TUTOR**

- Tutored students on a variety of academic subjects, including Unity, mathematics, and writing.
- Leveraged strong interpersonal and communication skills to build relationships of trust.
- Gained a deep understanding of student needs in order to provide tailored support.
- Recommended supplementary resources and materials to boost student development.

TWODUCKY STUDIOS, REMOTE, JAN 2019 TO MAR 2019

### **CORE GAME MECHANICS ENGINEERING INTERN**

- Charted the successful development of an audio tool prototype using Unity C# editor tools.
- Integrated various features, such as beats per minute (BPM), auto play, and key placement.
- Adapted to quickly changing priorities within a fast-paced work environment.
- Used strong critical thinking and problem-solving skills to efficiently resolve technical issues.

DOUBLE AXION GAMES, CERRITOS, JULY 2017 TO SEPT 2018

### **UNITY GAME PROGRAMMER INTERN**

- Gained experience utilizing Unity C# to program with Photon Unity Networking (PUN), Google Leaderboards, AI, gameplay, and in-app purchases for the beta Tank Crashers app on the Google Play Store.
- Solo engineer in repurposing gameplay for educational children's apps in the Multiverse Games sector.
- Spearheaded the Chromefire Trivia 2D project independently with Android/Windows support in Unity C#.

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## PROJECTS

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- **LyricNN**, Apr 2021 to May 2021: Partnered with team members to create a lyric generator using n-grams and word2vec with the Gensim library in Python.
- **Life Formula**, May 2020 to June 2020: Spearheaded the development of a personal Flutter lifestyle app for Google Play using Dart programming language; integrated Firebase for authentication and database features (NoSQL).
- **Global Game Jams & Hackathons**, Sept 2016 to Aug 2019: Completed various activities related to building UI/gameplay, designing, iterating, and testing in a fast-paced, collaborative setting; participated in over eight hackathons and game jams in Unity C# and Photoshop.

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## EDUCATION AND CREDENTIALS

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### MASTER OF SCIENCE (M.S.) IN COMPUTER SCIENCE (GPA: 4.0), DEC 2021

*California State Polytechnic University – Pomona, Pomona, CA, USA*

*Extracurricular Activities: Game Development Club Webmaster*

### BACHELOR OF SCIENCE (B.S.) IN COMPUTER SCIENCE, JUNE 2020

*California State Polytechnic University – Pomona, Pomona, CA, USA*

*Extracurricular Activities: Game Development Club Vice President*

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## ADDITIONAL INFORMATION

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**Languages:** English, Spanish

**Technical Proficiencies:** Unity C#, C, C++, Java, Python, Looker, GitHub, SourceTree, Dart, Firebase, Google Play Services, Unix/Shell Scripting, NLP, Mirror Networking, HTML, CSS, TailwindCSS, Bootstrap, Photoshop

**Interests:** Video Games, Video Creation, Cooking, Writing, Literature, Music, Art, Movies/TV, Tennis, Beaches