

Sterling Salvaterra

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EXPERIENCE

The Game Bakery/ Flora / Producer - Game Development

Late 2016-present, Unity, C#, blender, Scrum @playflora.com

- Team producer, programmer, part designer and 3D artist
- Small team working on a fantasy RPG in Unity, (9 developers)
- We used a modified scrum methodology; I have experience with agile software engineering practices and have applied them in a team setting as a producer.

Cmps 164/ PICO-8 Server Multiplayer ("first for the platform?")

Winter 2017, Lua, python, jsript, html @ <https://www.lexaloffle.com/bbs/?tid=30059>

- Re-created a simple version of Agar.io in the PICO-8 platform
- Worked on implementing the base server and Picario game server. The server works to send each client only what they draw.

Monterey Bay National Marine Sanctuary / Software Engineer

Fall 2015, can find work @ <https://github.com/kthotav/CMPS115>

- Worked in a team of six to develop a dashboard to display building utilities to visitors.
- The project involved parsing out the utilities, storing the information in a database and then creating a UI to display the information.
- I worked with another engineer on the parser

Cmps 128/ REST distributed system

Spring 2016, Python and Flask

- Lead developer of a consistent small scale kvs system that can be packaged with docker
- The system has been tested to launch in 5 instances(different IP's/ports) and survive nodes failing and nodes being added to the systems while maintaining consistency across it

Cmps 160/ WebGL Rendering

Spring 2016, Javascript, Html, webgl

- Made a basic graphical rendering engine in webgl and javascript.

Cmps 20- Recall/ Game Designing and Developing

Winter 2014, Javascript and Box2D

- Co-game designer. Implemented object interactions (sensors), and text boxes/dialogue.

Awards

Peer Choice Award Winner 2017 Sammie Game Awards-Flora

Visual Art Award for 2015 UCSC Sammie Game Awards-Kaleidoscope

<https://sammys.soe.ucsc.edu/>

Languages

C++/C, python, javascript, java, lua, C#, UML, html, CSS, MIPS

Technologies

Blender, Unity, Unix, Docker, WebGL, Bootstrap

Relevant Classes

CMPM 170,171,172 - Game Design Studio

CMPM 164 - Game Engines(Platforms)

CMPM 146 - Game AI

CMPS 102 - Algorithm Analysis

CMPS 128 - Distributed Systems

CMPS 160 - Graphics

CMPS 115 - Software Engineering

CMPS 109 - Advanced Programming

CMPE 110 - Computer Architecture

CMPM 177- Interactive Media Design

CMPS 101 - Algos. and abstract data types

CMPM 20 - Game Development Exp.

CMPS 12B - Data Structures

CMPS 12A - Intro to programming(Java)

CMPM 80 - Foundations of Game Design

CMPM 25 - 3d Modeling (Blender)

CMPM 26- 3d Animation (Blender)

Artg 80H - History of Digital Games

GPA "cum-laude"

3.75