Sterling Salvaterra

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EXPERIENCE

The Game Bakery/ Flora / Producer - Game Development
Late 2016-present, Unity, C#, Blender, Scrum @playflora.com
- Lead team producer. Programmer, designer and 3D artist
- Small team working on a fantasy RPG in Unity
- We used scrum methodology
- Code involved with entity architecture, mouse cursor, pressure plates, minion crystals, and others.

Cmps 164/ PICO-8 Server Multiplayer ("first for the platform?")
Winter 2017, Lua, python, jscript, 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-Kaleidescope
https://sammys.soe.ucsc.edu/

Languages
C++/C, Python, Javascript, Java, Lua, C#, UML, HTML5, CSS, MIPS

Softwares
Blender, UE4, Unity, Photoshop, Pico-8

Technologies
webGL, openGL, Docker, Windows, Linux, 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