

# Christian Toribio

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## Skills

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**Languages:** JavaScript, TypeScript, HTML, CSS, C#, C++, GDScript

**Frameworks/Technologies:** React, Next.js, Tailwind CSS, Shadcn UI, Framer Motion, GSAP

**Tools:** Visual Studio Code, Visual Studio, Git, GitHub, Azure DevOps, Godot Engine

## Experience

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**Pervasive Gaming**, Las Vegas, NV – Software Engineer

May 2023 – Present

- Developed front-end interfaces using JavaScript, HTML, and CSS.
- Designed and implemented core systems for Class III gaming applications (Slot/Reels and Keno Games).
- Diagnosed and resolved critical production bugs in active Class II game packages deployed in Louisiana.
- Collaborated with engineers to design and develop reusable utilities used across 26 different game titles.
- Developed API methods connecting a C# .NET backend engine for math calculations with our front-end.
- Created 2 skill-based overlays used across all games, tailored specifically for Nebraska regulations.
- Collaborated with team members to maintain project workflows using Azure DevOps.

**Everi**, Las Vegas, NV – Software Engineer Intern

May 2022 – August 2022

- Maintained 6 promotional kiosk games built with the Cocos Creator Engine.
- Utilized Azure DevOps for version control, task management, and team collaboration.
- Developed new features in TypeScript to improve development speed.
- Ensured code quality and consistency across all games.

## Projects

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**Slot Game Template** – [slot-game-template.vercel.app](https://slot-game-template.vercel.app) ↗

- Built a browser-based slot machine game from scratch using TypeScript and PixiJS for WebGL rendering.
- Implemented reel animations using GSAP tweens and timelines.
- Designed a modular, reusable codebase for future game releases.
- Developed a math engine and platform simulator to support potential integration with physical machines.

**Grocery Tracker** – [tchrjs-grocery-tracker.vercel.app](https://tchrjs-grocery-tracker.vercel.app) ↗

- Developed a full-stack progressive web app for tracking grocery prices and managing spending.
- Built a responsive front-end using Next.js, React, TypeScript, and Tailwind CSS.
- Implemented backend services using Drizzle ORM and Supabase for data management.
- Integrated Clerk for secure authentication and user management.

**Kitchen Management** – [tchrjs-kitchen-management.vercel.app](https://tchrjs-kitchen-management.vercel.app) ↗

- Developing a full-stack app to simplify kitchen management for families and cooks.
- Building a responsive front-end with Next.js, React, TypeScript, Tailwind CSS, Shadcn UI, and Framer Motion.
- Developing backend services with Node.js and Supabase for database management and authentication.
- Designing core features for workspace, inventory, recipe, and grocery management.

## Education

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**University of Nevada, Las Vegas**

B.S. in Computer Science – 3.7 GPA

August 2020 – May 2023