

Ervie Tubig

Education

University of California, Irvine

September 2017 - June 2021

B.S. Computer Science - Specialization in Visual Computing

Work Experience

Comcast

February 2022 - Present

Technical Associate - Contractor (via Infosys)

- Developed and maintained QA automation services for network devices using Python
 - Driven configuration & deployment of hundreds of enterprise server devices running RouterOS and CentOS through Ansible automation
 - Decreased enterprise server device failures by 24% to ensure operational integrity in QA
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Game Projects

Cowboy Frog

June 2022 - September 2022

Game Programmer

- Created node editor tool to build intricate dungeon level layouts to be used by a procedural random dungeon generator
- Optimized realtime A* pathfinding for enemy AI reducing frame use time from 160 ms to 40 ms
- Implemented object pooling for efficient reuse of a range of weapons/ammo patterns with different sound effects and visual effects.

Scarlet

November 2019 - February 2022

Game Programmer

- Designed a robust data-driven system for using scriptable objects to effortlessly control combat action data such as knockback/knockup power, AI action conditions, visual effect/audio data.
- Wrote complex hack-and-slash RPG AI and player controllers that fluidly blends between 40+ 3D animations of various action states
- Created an easy-to use cutscene creation system for in-game cutscenes

Villager

April 2020 - August 2021

Game Programmer

- Implemented a reusable save/load system using binary formatting for a clean solution to serialization of game state
 - Implemented a data-driven system using scriptable objects to create a scalable architecture for currently over hundreds of abilities, items, dialogue lines, and character stat progression tables
 - Created a custom editor tool within Unity for a designer-friendly blueprint system in creating/modifying hundreds of dialogue lines
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Other

Trouble Brewing: Game Jam Submission

March 2021

Lead Programmer

- 3rd place submission and awarded Best in Programming for the LCAD Hot Jam 2021
- Planned and implemented the overall architecture of the event, scene management, dialogue, and various puzzle systems within the entire game

Video Game Development Club at UC Irvine

Fall 2017 - Fall 2020

2019-2020 Production Officer:

- Created curriculum and hosted dozens of quarterly workshops on video game production: project management, task delegation, scheduling, and scoping of tasks for game projects
 - Organized and mentored various student game development teams working on quarterly game projects assigned by the club
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Contact Information

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<https://github.com/tubigervie>

LinkedIn:

<https://www.linkedin.com/in/ervie-tubig/>

Website:

<https://tubigervie.github.io/>

Languages

Proficient: C# (6 years), Python (5 years), C++ (4 years)

Intermediate: Java (2 years)

Familiar: C (1 year)

Technologies:

Proficient: Unity3D (6 years), Git, Visual Studio Code

Intermediate: Blender, Jira, Linux, Firebase

Familiar: Virtual box, Unreal Engine, Godot

Relevant Coursework:

Computer Networks, Computer Game Engine, Computer Graphics, Data Structures & Algorithms, Statistics, Linear Algebra, Human Computer Interaction, Systems Design

Other Skills:

Project management, Team leadership, Public speaking