Ervie Tubig

Education

University of California, Irvine
September 2017 - June 2021

B.S. Computer Science - Specialization in Visual Computing   Cumulative GPA: 3.30

Projects

Scarlet
November 2019 - August 2021

Solo Developer
- 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 - Ongoing

Solo Developer
- 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

Trouble Brewing: Game Jam Submission
March 2021

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

Revival: Game Engine Lab Final Project
February 2019 - March 2019

Lead Programmer
- Implemented own physics system for my character controller, handling movement on slopes, moving platforms, and collisions using raycasts
- Programmed core game features such as a bounding box camera system, background parallax, and architected the management of scene and level loading
- Created own pixel shader program capable of visually outlining any 2D sprite

Experience

Video Game Development Club at UC Irvine
Fall 2017 - Fall 2020

2019-2020 Production Officer:
- Created curriculum for dozens of workshops teaching video game production: project management, task delegation, scheduling, and scoping of software development tasks of game projects.
- Assisted organization of large scale club endeavors for weekly club meetings of over 150+ members and hostings of 3 game jams per year
- Organized and mentored various student game development teams working on quarterly game projects assigned by the club

University of California, Irvine Calit2
Spring 2019 - Fall 2019

Research and Development Assistant
- Debugged and integrated Oculus Rift APIs into all systems developed by the team such as the central player controller, UI interactions, and puzzle gameplay

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Contact Information
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Linkedin:
https://www.linkedin.com/in/ervie-tubig/
Website:
https://tubigervie.github.io/

Languages
Proficient: C#, C++

Intermediate: Python, C

Familiar: Java, CG

Tools:
Proficient: Unity3D, Git

Intermediate: Blender, Slack, Visual Studio, Microsoft Office, Google Suite

Familiar: Virtual box, Unreal Engine, OpenGL

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