Ervie Tubig

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Education

University of California, Irvine   Irvine, CA
Bachelor of Science, Computer Science – Specialization in Visual Computing   September 2017 – June 2021
Relevant Coursework: Computer Game Engine, Computer Graphics, Data Structures & Algorithms, Linear Algebra

Experience

Comcast   Downingtown, PA
Technical Associate – Contractor   February 2022 – Current
- Developed and maintained Python-based QA automation services operating on thousands of set top boxes
- Operated configuration & deployment of hundreds of enterprise servers through Ansible automation
- Decreased enterprise server device failures by 24% to ensure operational integrity in QA

Calit2 – UC Irvine Division   Irvine, CA
Research and Development Assistant   Apr 2019 – Dec 2019
- Developed various VR applications emphasizing the empowerment of health, education and entertainment using Unity3D and Oculus Rift technology
- Oversaw the development process of 6 other research assistants as a team lead implementing Agile development with daily standups/sprint planning and liaison with stakeholders

Projects

Cowboy Frog
Game Programmer   June 2022 – Sep 2022
- Created node editor tool to build numerous intricate dungeon level layouts to be used by a procedural random dungeon generator for hundreds of dungeon level variations
- Optimized real time A* pathfinding to reduce impact on game performance from 160ms to 4ms
- Implemented object pooling for efficient reuse of a range of weapons/ammo patterns with different sound effects and visual effects

WellNet – Hospital Management Application
Software Developer   Sep 2021 – Dec 2021
- Managed Firebase project responsible for storing login authentication credentials and integrated Firebase API calls with our frontend application sign up/login features
- Developed the Spring Security filter that validates for a Firebase JWT before granting users authorization to make backend requests
- Increased application service layer unit test coverage from 32% to 78% using Junit and ECL Emma

Leadership & Activities

Trouble Brewing: Game Jam Submission   Irvine, CA
Lead Programmer   March 2021
- 3rd place submission and awarded "Best in Programming" for the LCAD Hot Jam 2021
- Planned and implemented the overall game architecture as well as scene management, dialogue and various puzzle systems within the game

Video Game Development Club at UC Irvine   Irvine, CA
Production Officer   Fall 2017 – Fall 2020
- Created curriculum and hosted dozens of workshops on video game production: project management, task delegation, scheduling and scoping of tasks of game projects
- Organized and mentored various student game development teams working on game projects assigned by the club

Skills

Languages: C# (Proficient), Python (Proficient), Java (Proficient), C++ (Intermediate), Javascript (Intermediate), SQL (Intermediate), C (Familiar), HTML (Familiar), CSS (Familiar)
Technologies: Unity3D (Proficient), Git (Proficient), Angular (Intermediate), Spring (Intermediate), Jenkins (Familiar), Unreal Engine (Familiar), Docker (Familiar), Linux (Familiar)