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
- Drived 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

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 4 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

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

Contact Information

Email: ervie.tubig@gmail.com

GitHub:
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