

Ervie Tubig

Education

University of California, Irvine

September 2017 - June 2021

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

Projects

Villager: Solo Game Project

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
- Wrote complex hack-and-slash RPG AI and player controllers that fluidly blends between 20+ 3D animations of various action states

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

Planet Initium: One Tap Studios

September 2019 - March 2020

Gameplay Programmer

- Architected the core event-driven system in communicating changes of game state and reducing script coupling by 30%
- Implemented client/server logic for synchronizing gameplay features such as combat, crafting, dynamic weather effects

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

Contact Information

Phone: 909-915-4916

Email: ervie.tubig@gmail.com

GitHub:

<https://github.com/tubigervie>

LinkedIn:

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

Website:

<https://ervietubig.wixsite.com/portfolio>

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