

VICTOR LALO

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EDUCATION

Northwestern University



Evanston, IL | 2013-2017

B.S. - Electrical Engineering Minor - Music Technology

SKILLS





Python





Unity Engine



Unreal Engine



Blender





Systems / Tooling Game Design





Mechanics

CERTIFICATES

University of Colorado



C# Programming for Game Development 2020

NVIDIA DLI



Deep Learning **Robotics** 2019

WORK EXPERIENCE

Playstation

Software Engineer in Test San Mateo, CA | 2020 - Present



- Utilized internal console backend to create applications that communicate with Playstation products. Incorporated internal tools that allow for audio recording, playback, menu navigation, screen recording, and image analysis.
- Collaborated on a suite of automated testing tools to speed up testing and verification of Playstation console peripherals (headphones, controllers, headsets).
- Created graphical interfaces that allow engineers to interact with products on Windows and Mac computers. Interfaces can interpret incoming serial data and convert to a human-readable format.

BeBop Sensors



Berkeley, CA | 2018 - 2020



- Developed VR debugging and interfacing tools in the Unity Engine that give developers access to more functionality within BeBop SDKs.
- Worked with external parties to integrate hardware components into BeBop's XR gloves, expanding spatial tracking and interactive utility of the product.
- Lead the design and implementation of a test automation system for product validation, converting manual work into efficient and automated test procedures. The test suite includes the development of robotic operation, firmware communication, data analysis, and graphical interfacing.

Northwestern Audio Laboratory

Research Assistant





