

HECTOR PINEIRO II

Software Developer

Portfolio: wooffull.github.io/portfolio

Rochester NY, 14609
Email: hpineiro2@yahoo.com
Cell: (856) 308-4883

EDUCATION

Rochester Institute of Technology
2012–2016 | Rochester NY
BS in Game Design and Development
Minor in Japanese Language
Study Abroad in Japan for Six Weeks
Honors Program
3.9 GPA

JOB EXPERIENCE

SOFTWARE DEVELOPER AT LENEL SYSTEMS INTERNATIONAL (CO-OP)

Collaborated with global teams in an agile workflow, using JavaScript, HTML5, and CSS3, with a large focus on HTML5 Canvas, cross-browser compatibility, and WebSocket technology. Frequently utilized Perforce, Wireshark, and Chrome DevTools. Played a crucial lead developer role in a 2-year project to guide the architecture for a front-end video-streaming web client. Enhanced back-end functionality using C++.

August 2014 – December 2016

SOFTWARE DEVELOPER AT RIT (CO-OP)

Collaborated in a small team to develop a web framework for the LivePhoto Project, using JavaScript, HTML5, CSS3, and PHP.

June 2014 – August 2014

HEOP TUTOR AT RIT

Tutored Japanese and Differential Equations for the Higher Education Opportunity Program.

September 2013 – May 2014

LANGUAGES

JavaScript	Advanced
HTML5	Intermediate
CSS3	Intermediate
C++	Intermediate
Haxe / ActionScript 3	Intermediate
C#	Beginner
PHP	Beginner

PERSONAL PROJECTS

RAVAGEN

Solo project — HTML5 Canvas game developed with JavaScript. Implements a quad-tree data structure for spatial partitioning to optimize collision detection. Batches draw calls to squeeze performance out of rendering with Canvas's 2D context.

BITMAP VECTORIZATION

Group project (3 members) — OpenGL application created with C++. Considers heuristics to convert a bitmap image into a planarized pixel graph used for creating vectorized representations.

A10NE TOGETHER

Solo project — Flash game made with ActionScript 3. Implements the Kongregate API to allow user-created content. 2D puzzle, platformer where the character breaks apart while moving, and the player must use these parts as platforms.