

# HECTOR PINEIRO II

Software Developer  
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## 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. 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 – Present

### 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.

### 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.