

# Keno Iwa San Pablo

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## Education

- **California State Polytechnic University, Pomona** Pomona, CA  
*Bachelor of Science in Computer Engineering* Expected 2016
  - Key Courses: Object Oriented Software Development, Data Structures, Discrete Structures and Mathematics

## Experience

- **Dishnomics** Little Tokyo, CA  
*Junior Developer* June - Sept 2014
  - Restructured and improved the database to better structure the restaurant, menu, and dish relationships
  - Developed a parsing program to help mechanical turk workers easily upload information to the database
- **Cal Poly Pomona Game Design and Development Club** Pomona, CA  
*President, Founder* May 2014 - Present
  - Founded the club to facilitate game development while providing a fun, educational, and social experience for members
  - Hosted workshops each weekend that introduced members to using Unity and C#
  - Organized game jams and hackathon type social events that motivated members to create games
- **Enigmatic Studios** London, UK  
*Programmer (Remote Position)* June 2015 - Present
  - Working on an ongoing project: "A Tale of Three: Loki", using Unity and C#
  - Programmed Entity/Component System, Movement, and Dialogue Modules
  - Collaborated closely with animators to create a functional animation system for all actors

## Projects

- **Hex** Orange County VR, 2014  
*Programmer, Team Leader* Dec 5 - 7
  - A first person shooter where you're a wizard conjuring spells to fight off monsters
  - Led the team to win Best Leap Motion Experience
  - Developed using the Unity engine with the Oculus Rift and Leap Motion
- **Shreddr** HackCU, 2015  
*Programmer* Apr 10 - 12
  - A snowboarding simulator using the Oculus Rift and the Wii Balance board
  - Wrote the interface between the Wii Balance board and the game
  - Developed using the Unity engine with the Oculus Rift API
- **Poringatchi** Hack The Planet, 2015  
*Programmer* Aug 14 - 16
  - A virtual reality pet simulator, inspired by Tamagotchi
  - Used the Leap Motion's infrared camera to create a shader to project the user's hands
  - Developed using the Unity engine with the Oculus Rift and Leap Motion

## Skills

**Technologies:** C/C++ (proficient), C#(proficient), Python (proficient), Java (proficient), LUA(proficient), HTML (proficient), CSS (prior experience), javascript (prior experience), Bootstrap, jQuery, Google App Engine, Unity, Parse, A\* Pathfinding Project, Daikon Forge, GIT

**Computer and OS:** Linux, Virtualization (Oracle VirtualBox, VMWare)