Keno Iwa San Pablo

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Education

- **California State Polytechnic University, Pomona** — Pomona, CA
  Bachelor of Science in Computer Engineering; GPA: 3.4 / 4.0 — *Expected 2016*
  - Key Courses: Object Oriented Software Development, Data Structures, Discrete Structures and Mathematics

Projects

- **Red.** — Public Domain Jam, 2014
  Programmer — *May 17 - 24*
  - Incorporated the public domain theme to create a 2D isometric Action RPG based on Little Red Riding Hood
  - Wrote and created both the code and art assets
  - Developed using the Unity engine with a grid based A* Pathfinding implementation and coded with C#

- **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

- **Project Element** — 2015
  Programmer — *On Going Project*
  - A 2.5D Sidescoller with procedurally generated levels
  - Created the characters as 3D models using Maya
  - Developed the different skills for each element and the enemy/boss AI

- **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

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)

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*
  - 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