

# 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 (prior experience), HTML (proficient), CSS3 (prior experience), javascript (prior experience), Bootstrap, jQuery, Google App Engine, Unreal Engine, Unity, Parse, A\* Pathfinding Project, Daikon Forge, GIT

**Computer and OS:** Linux, Virtualization (Oracle VirtualBox, VMWare); OS installations (Dual & Triple Boot)

## 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