

Software Engineer

Creative, innovative, and technically sophisticated software engineer with experience in translating complex requirements into impactful technical solutions and working independently and collaboratively through the software development life cycle to deliver high quality and timely results. Skilled in creating error-free code while pinpointing and resolving issues aimed at improving quality, accuracy, efficiency, and the user experience.

Professional Experience

Software Engineer

Capital Prawn (1/2018 – Present)

Core technologies: Unity3D, C#, Godot, gdscript

- Increased flexibility and customization by extending Unity3D input system.
- Ensured timely delivery of game development project, managing all phases from concept to completion including bug fixes, programming, producing art, designing UI/UX, as well as creating music and sound effects.
- Published game on itch.io platform and developed marketing materials including devlogs and social media campaigns to boost public awareness of game and attract users resulting in being featured on the Fresh Games section on the front page of itch.io.
- Triggered improvements to game by interviewing users, analyzing feedback, and implementing creative solutions to problems within one day.

Software Engineer

uGen World (10/2016 – 1/2018)

Core technologies: Unity3D, C#, flatbuffers

- Created data-driven procedural UI and trained design team on its usage.
- Slashed process time for integration with backend servers by 50% by writing a client-side wrapper for the REST API.
- Enhanced the user experience by designing and developing unique UI for PC, mobile, and VR platforms.
- Reduced bug count in production by 30% by establishing Git processes.
- Boosted performance of team by training them on REST API and relational database fundamentals.

Software Engineer

Unoceros (1/2015 – 10/2016)

Core technologies: Node.js, Express, MongoDB, Handlebars, AWS

- Rearchitected static webpages into dynamic website and trained team members on the web development stack.
- Maintained Linux infrastructure in AWS EC2 by deploying and managing Docker containers.

Software Engineer

Oregon State University Graduate School (5/2014 – 5/2015)

Core technologies: Salesforce, Apex, jQuery

- Designed and implemented internal data-driven tools that expedited engineering process time.
- Collaborated with state of Oregon to acquire license for payment processing.

Education

Associate of Arts in General Studies · Chemeketa Community College - Salem, Oregon

Studies in Computer Science · Oregon State University - Corvallis, Oregon