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I AM

A multi-disciplinary creator with over **4.5 years of professional experience as a software engineer** who values building products the right way with inclusive collaboration and user-centric design.

SUMMARY

Excellent communicator with a high interest in developing user-centric experiences through delightful design and thoughtful interactions. Experienced in frontend development of modern web and desktop apps both in an individual contributor and as a lead stakeholder. Proficient at communicating with stakeholders across different disciplines. Enthusiast of hobbyist game development, game design and various media.

RELEVANT SKILLS

Proficient: Git, **React, TypeScript, Next.js,** Node.js, **JavaScript**, HTML/HTML5, CSS, C#/.dotnet

Experienced: Redux, Unity, Godot, Trello, Python, Firebase, Java, Davinci Resolve, Audacity, OBS Studio

Learning: FL Studio, TailwindCSS, Unreal Engine 5, Kubernetes, Docker, C++

ACCOMPLISHMENTS

- **Promoted** from entry-level software engineer to **senior-level within 3 years** in a fast-paced start-up environment

  - Highlighted as a **strong and responsive communicator** and **productive contributor** amidst constantly changing requirements and context switching in a cross-functional setting

  - **Ramped up quickly** to own multiple technical areas of existing products

  - Had a **100% intern to full-time conversion rate** when assigned as a mentor

- **Played a lead engineering role** in launching two products

  - **Reduced production time by several weeks** for creating immersive learning CGI content

  - Gathered and iterated requirements while building technical solutions for real-world user needs

EDUCATION

Bachelor of Science in Computer Science: GPA 3.51
Loyola Marymount University | Los Angeles, CA   May 2019

WORK EXPERIENCE

STRIVR, Software Engineer Intern (May 2018 - August 2018)

STRIVR (May 2019 - January 2024)

Software Engineer I   *May 2019 - September 2020*

Software Engineer II   *September 2020 - April 2022*

Senior Software Engineer   ***April 2022 - January 2024***

- Collaborate cross-functionally by working directly with teammates, product managers, and designers.

- **Actively debug, diagnose, and provide solutions for high urgency issues** at a short-notice.

- Maintain clean code through following best practices, providing strong code and design reviews, and by giving **impactful mentorship to junior-level teammates** and peers.

- Make **significant contributions to frontend code** in building web applications that follow modern user design practices optimized for user retention and usability.

- **Significantly reduced user-reported crashing** through building comprehensive testing frameworks, improving test coverage and by coordinating with a QA team for live testing.

- Reduce tribal knowledge by **creating comprehensive design and engineering proposal documents** and supplementing existing documentation where possible.

- Foster an inclusive working culture through respectful and open communication practices.

RECENT PROJECTS

Paperrice (working title) 2024 - Present

- Lead Engineer, Co-designer, and Product Manager for building an online 4 player co-op boss fight experience featuring dedicated servers and fluid gameplay experience. Currently powered by Godot (GDScript), Trello, and Git.

Interactive Portfolio 2024 - Present

- An interactive portfolio hosted on the web built in Unity. Dialogue systems powered by Ink, a dialogue framework created by Inkle. Built Next.js with a React frontend and hosted on Vercel.

The Law of Attraction 2022

- A charming point-n-click game set in a Victorian-like era with mini-games, and surprise monster dates. Lead programmer, project manager, and game designer, collaborated with both a visual lead and sound lead. Built in Godot for Portland Indie Game Squad's Summer Slow Jam.

K'two 2019

- Engineering lead and project manager for a proof-of-concept class-based multiplayer zombie survival game. Made with Unity C# & Unity's high-level networking API for multiplayer.