

PROFESSIONAL SUMMARY

I am a Full-Stack Software Developer with 6 years programming work experience total across a variety of other technologies and languages, predominantly in Java and C#. In my most recent role, I was a Build Engineer where I implemented the starting foundations for automated testing in the project using Gauntlet and Robot Framework to run within our CI/CD pipelines. In another role, I've implemented vital TeamCity/TFS integrations during an 80+ project migration for legacy solutions with .NET/C# applications and React Web Applications.

EMPLOYMENT

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|--|-------------------------------------|-----------------------------|
| Unreal Engine Build Engineer | Timbre Games | May 2023 - June 2024 |
| <ul style="list-style-type: none">• Created internal C# application that parsed build log messages using RegEX to extract and summarize key information integrated with Slack to produce formatted notifications for easier debugging to cut back and forth site traffic in half.• Setup and maintained five CI/CD pipelines in TeamCity using UAT with BuildGraph scripts running on cloud-based AWS instances as build agents which provided both build packages and uploaded UGS binaries.• Implemented Perforce hooks with Python scripts to prevent unwanted engine changes.• Created scripts for automated smoke tests on remotely operated Nintendo Switch devices. | | |
| .NET Developer (Contract) | Powerex Corp | Jan 2022 - Jan 2023 |
| <ul style="list-style-type: none">• Improved several .NET applications to newer versions of .NET Framework for Windows 2019 servers.• Integrated over 20 older projects with Team Foundation Server into the company's TeamCity CI/CD pipelines during an 80+ application project migration.• Upgraded an outdated web application to use the React.js framework and newer Oracle/MSSQL standards.• Implemented features for Excel add-in using VBA that provides user friendly U.I that integrates smoothly into existing processes.• Migrated and updated SSIS packages. | | |
| Unity Software Engineer | Truly Social Games Studio | Aug 2020 - Jul 2021 |
| <ul style="list-style-type: none">• Established the project's key template for all feature technical designs in the Confluence documentation.• Implemented all in-game ad monetization and analytics integration across the C# Unity project using Firebase, Unity Ads and IronSource for both iOS and Android devices.• Maintained Jenkins integration for automated project builds as code expanded and became more complex.• Improved user interaction experience through additional touch interaction calculations that accounted for the custom mixed world-space and canvas-space U.I at an atypical camera angle.• Tested and debugged features using TestFlight and Android emulators to ensure quality across multiple different device versions. | | |
| Full-Stack Java Software Developer | Shareworks by Morgan Stanley | Oct 2018 - Aug 2019 |
| <ul style="list-style-type: none">• Optimized parts of the internal Pentaho-driven data import migration pipeline while adhering to the company's TDD policies and automated unit testing system in the legacy million-line Java codebase.• Programmed features in an Agile Development process in groups of small teams in the large company.• Identified and improved massive bottlenecks using JProfiler which halved processing time. | | |

Irene Mayor

Location: Vancouver, BC

LinkedIn: [irene-mayor](#)

Software Developer Intern
/Research Assistant

ASE Group (University of Calgary)

May 2015 - Aug 2017

- Implemented features for a diverse set of prototype software solutions which include .NET WPF applications, C# Unity Holograms projects, web-based interactive data visualizations, all related to research for Emergency Operation Centres
- Presented monthly feature demonstrations and progress updates to industry partners.
- Established SQL Database integration and object serialization process for the project's annotation features as a workaround for ArcGIS API limitations.
- Implemented features using Kinect for additional gestures for manipulating holograms in the lab's Augmented Reality projects.

PROJECTS

Brief: *Implement tap-driven data transfer prototype system between Samsung SmartTV and SmartWatch*

Client: Samsung (Centre for Digital Media Project)

- Led most of the project's technical development efforts such as the electronic wiring behind the standalone NFC reader with Arduino and C++ scripts as well as implementing all server-client communication using SignalR (C#/Javascript).
- Led sprint planning for the technical members and was responsible for translating client requests into technical tasks.

Brief: *Data Visual Story to visualize large sets of Metropolitan Open-Source Data*

Client: Personal

- Transformed raw descriptive CSV's into 600,000+ Tableau ready data points with Trifacta Wrangler and Python scripts in Jupyter Notebook.

TECHNICAL SKILLS

- Languages: C#, Python, C/C++, JavaScript/HTML/CSS, Java, VBA, PHP, SQL/NoSQL
- Frameworks and Libraries: Nintendo SDK, React.js, D3, Angular.js, SignalR, Tizen OS, Node.js
- Engines: Unity, UE5, Godot
- Tools: Perforce, TeamCity, Jenkins, TFS, Git, Jira, Confluence, SSIS, MS SQL, Linux, Trifacta Wrangler

EDUCATION

Vancouver, BC, Canada

Centre for Digital Media

Sept 2019 - Dec 2020

- Master of Digital Media Degree
- Joint Graduate Program between: SFU, UBC, BCIT, ECUAD

Calgary, AB, Canada

University of Calgary

Sept 2013 - Aug 2018

- Bachelor of Science Degree in Computer Science
- Concentration: Human Computer Interaction