

Ivan Arellano Maurizi

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Experience

Senior Software Engineer — Flyclops

04/2021 — 12/2024, Remote

Tech Used: CircleCI, Unity, Flutter, Android/iOS

- + Responsible for CI/CD and front-end features for "Domino!", a top mobile dominoes game.
- + Wrote CI workflows in bash to build a Unity game as a library and integrate it into a Flutter app.
- + Improved unit testing in Unity by using dependency injection to decouple services from base classes.
- + Resolved challenging bugs such as a sudden loss of user input to improve the player experience.
- + Setup automated cloud deployments to app stores.

Software Engineer — Diagnostic Driving

12/2017 — 04/2021, Philadelphia, PA

Tech Used: Unity, React, Node.js, Firebase, AWS

- + Led engineering for an NIH funded project to create driver assessment courses made in Unity.
- + Designed and developed serverless email system to engage customers with personalized PDF attachment.
- + Developed back-end validation of driving data using Node.js to report data inconsistencies in Slack.

Android Developer — Tonic Design

01/2015 — 06/2017, Philadelphia, PA

- + Integrated Bluetooth LE in the OneTouch Reveal Android app to communicate with a glucose meter.
- + Developed front-end code for J&J/Janssen from wireframe concepts to production ready UI.

Front-End Web Developer — Free People

08/2014 — 01/2015, Philadelphia, PA

Programmed web page prototypes in Node.js for an upcoming redesign of the mobile store website.

Mobile Platform Developer — BrickSimple

07/2012 — 08/2014, Doylestown, PA

Responsible for web and mobile apps. Created the SF Nutcracker storybook app for Android tablets using the LibGDX game framework in Java.

Education

BA, Visual & Game Programming

The Art Institute of Atlanta

03/2011, Atlanta, GA

Post-Baccalaureate Studies

Calculus 1-2, Linear Algebra, Discrete Math

06/2020 — 05/2022, Philadelphia, PA

Personal Projects

Breakout

In Progress

Recreating Atari Breakout for Pico-8 in Lua

Tree City

09/2017

Created a WebGL demo to walk through Philadelphia and learn about its street trees using Unity and Mapbox.

Pong

05/2017

Recreated as an exercise using C++11/14 and the SFML game framework.

Maya Viewport Shader

03/2011

Developed a CgFX shader that supports real-time rendering of lighting and textures in Maya's editor viewport.

Leadership & Tech Proficiency

- + Trained colleagues on Android development
- + Coordinated monthly tech talks at a startup as a new communication avenue.
- + Exhibition Guide - Natl. Portrait Gallery
06/2013, Washington DC

Languages: Dart, C#, C++, Lua, Java, JS

Media Arts: Maya, Photoshop, Photography

Game Engines: Unity 2022, Unreal 3

Web/Mobile: Android, iOS, Flutter, Node.js

Familiar with OpenGL, Python, React