Ivan Arellano

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Experience

Senior Software Engineer – Flyclops
04/2021 - Present, Philadelphia, PA

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

+ 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 OneTouch Reveal to communicate with LifeScan's glucose meter.

+ Participated in Agile development to create several healthcare-related Android apps.

Front-End Web Developer – Free People
08/2014 - 01/2015, Philadelphia, PA

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

Mobile Platform Developer – BrickSimple
07/2012 - 08/2014, Doylestown, PA

Converted mockups of the Nutcracker, an animated and interactive storybook app for Android tablets, into code using an open source game framework.

Education

BA, Visual & Game Programming
The Art Institute of Atlanta
03/2011, Atlanta, GA

Post-Baccalaureate Studies
Community College of Philadelphia, GPA 4.0
Temple University
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 first-person demo of Philadelphia and its street trees using Unity and Mapbox.

Pong
05/2017

Recreated as an exercise in C++11/14, the SFML game framework, and UDP networking.

Maya Viewport Shader
03/2011

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

Leadership & Tech Proficiency

+ Trained colleagues on Android development using a co-developed beginner's course.

+ Coordinated monthly tech talks at a startup as a new communication avenue.

+ Exhibition Guide - Natl. Portrait Gallery
  06/2013, Washington DC

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

Media Arts: Maya, Photoshop, Illustrator

Game Engines: Unity 2022, Unreal 3

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

Familiar with OpenGL, Python, Kotlin, Swift