

Ivan Arellano

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Game Projects

SF Ballet Nutcracker Storybook 11/2013 - 01/2014

play store: <https://goo.gl/2JFGx7>

- > Developed a storybook Android app to show and tell the Nutcracker through animation and tablet interaction.
- > Increased average frames per second from 10 to 60 by re-writing the app with LibGDX.

Tree City 08/2017 - 09/2017

github: <https://goo.gl/rXVUPN>

- > Created a WebGL 3D demo using Unity to visualize Philadelphia's street trees and buildings.
- > Developed interactive street trees to display Mapbox tileset tree data in a world-space user interface.
- > Increased demo performance by reducing render calls and build size with layer culling and compression.

Pong 03/2017 - 05/2017

github: <https://goo.gl/pKtukW>

- > Implemented Scrum structure to develop a game demo using modern C++11 and SFML framework.
- > Started UDP networking development that would allow for multiplayer gameplay across multiple platforms.

Sushi Loco 10/2012 - 03/2013

github: <https://goo.gl/k2k6ih>

- > Programmed a game demo on Android with LibGDX about a possessed sushi roll that's controlled using the gyroscope, the accelerometer, and Box2D physics.

BFS 2500 Shader 03/2011 - 11/2011

github: <https://goo.gl/A4WSKb>

- > Developed a FOSS Maya viewport shader with CgFx.
- > Implemented a MEL script to connect a mesh to the shader along with a 3-point light rig.

Porsche Cayman 3D Model 03/2012 - 06/2012

picture: <https://goo.gl/xZD8jE>

- > Modeled the car in Autodesk Maya to create high-res NURBS surfaces to export to a low-res polygon mesh.

Web Dev

<https://freepeople.com> 08/2014 - 01/2015

- > Programmed weekly UI/UX page designs with Node packages to improve the mobile site experience.
- > Developed daily emails that go out every morning.
- > Helped choose production ready tools by creating prototypes using experimental front-end packages.

Android Apps

LifeScan OneTouch Reveal 3 09/2016 - 03/2017

play store: <https://goo.gl/5aYuFt>

- > Debugged hard to find bugs in the Bluetooth Low Energy stack by unit testing half of the library code.
- > Programmed new UI screens that allowed syncing with Bluetooth devices with two Android developers.

Janssen Check Your Numbers 06/2015 - 01/2016

(app removed from play store)

- > Delegated and estimated tasks for version 2.0 as the acting Android Tech Lead for two other engineers.
- > Developed a medication habit tracking app that can set reminders and display information with charts.

J&J 7 Minute Wellness for Moms 01/2015 - 03/2015

play store: <https://goo.gl/HTYCqy>

- > Developed video playback for low memory devices to allow smooth transitions into the next workout.

Tonic Connect 03/2015 - 06/2015

- > Programmed a location aware app on Android to check into two company offices with geofences.

Public Speaking

- > Led ten training classes on Android which covered debugging, tools, and automation.
- > Museum guide for a Google Glass art exhibit at the National Portrait Gallery Museum.

Employer History

Android Developer 01/2015 - 06/2017

Tonic Design, Philadelphia, PA

- > Developed and maintained mobile apps for healthcare companies within Johnson & Johnson.
- > Estimated development tasks for two-week Scrum sprints.
- > Prototyped Material Design apps along with designers.

Front-End Web Developer 08/2014 - 01/2015

Free People, Philadelphia, PA

Mobile Platform Developer 07/2012 - 08/2014

BrickSimple, Doylestown, PA

Education

B.A. - Visual & Game Programming 03/2011

The Art Institute of Atlanta