

# Ivan Arellano

<https://ivanarellano.com/tag/portfolio> | 215-203-2852 | [ia@ivanarellano.com](mailto:ia@ivanarellano.com) | Philadelphia, PA | EST

## Game Projects

**SF Ballet Nutcracker Storybook** 11/2013 - 01/2014  
<https://goo.gl/2JFGx7>

- > Developed a framework to program an interactive storybook app on Android with 2 team members.
- > Increased the average frames per second from 10 to 60 by re-writing the app with LibGDX.

**Tree City** 08/2017 - 09/2017  
<https://goo.gl/rXVUPN>

- > Programmed a WebGL 3D demo in Unity to visualize Philadelphia's street trees using the Mapbox SDK.
- > Developed interactive street trees that display public tree data from a Mapbox tileset.
- > Increased game performance by reducing render calls and build size with layer culling and compression.

**Pong** 03/2017 - 05/2017  
<https://goo.gl/pKtukW>

- > Programmed a small game engine in C++11 to learn the SFML framework with Scrum methodology.
- > Started UDP networking development that would allow for multiplayer gameplay across multiple platforms.

**Sushi Loco** 10/2012 - 03/2013  
<https://goo.gl/k2k6ih>

- > Programmed a Java game demo about a possessed sushi roll with gyroscope controls and Box2D.
- > Managed programming and project tasks with 1 remote artist to stay on a schedule.

## Web & 3D Projects

<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.
- > Worked with experimental dev stacks that changed monthly to help solidify front-end tool choices.

**BFS 2500 Shader** 03/2011 - 11/2011  
<https://goo.gl/A4WSKb>

- > Developed a FOSS Maya viewport shader with CgFx.
- > Designed a user interface in Photoshop for this shader that allows for easy artistic adjustment.

**Porsche Cayman Model** 03/2012 - 06/2012  
<https://goo.gl/xZD8jE>

- > Modeled the car with reference photos in high-res NURBS surfaces to export to a low-res polygon mesh.

## Android Apps

**OneTouch Reveal 3** 09/2016 - 03/2017  
<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 2 Android developers.
- > Provided daily status report on features and bugs.

**Tonic Connect** 03/2015 - 06/2015

- > Programmed a location aware app on Android to check into 2 company offices with geofences.
- > Created a contact directory to show a co-workers current office whereabouts and gravatar picture.

**Check Your Numbers** 06/2015 - 01/2016  
(App removed from store)

- > Delegated and estimated tasks for version 2.0 as the acting Android Tech Lead for 2 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  
<https://goo.gl/HTYCqy>

## 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
- > Worked with design, marketing, client, and leadership teams to develop and maintain mobile apps.
  - > Developed internal app prototypes for practice in machine learning, voice recognition, and NFC.
  - > Helped designers learn Google's Material Design.

**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