

Ivan Arellano

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Game Projects

SF Ballet Nutcracker Storybook (01/2014)

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

- Sole developer for the San Francisco Ballet.
- Increased the game's average frames per second from 10 to 60 by rewriting the existing app.

Pong (03/2017 - Present)

- Developed a classic Pong port for Windows/Mac.
- Currently working on multiplayer using UDP networking and SFML library.

BFS 2500 (11/2011)

- Developed an Autodesk Maya viewport shader for CG and gaming community to use for free.
- Designed a shader user interface for Maya.

Sushi Loco (02/2013)

- Created a game framework to support a gyroscope controlled platformer about a possessed sushi.

Vivid Dreams (08/2010)

- Sole UE3 developer on the project. Created scripted events, shaders, and Kismet nodes.

Work History

Tonic Design, Philadelphia, PA

Android Developer (01/2015 - 06/2017)

- Worked with design and strategy teams to develop and maintain client's Android apps.
- Developed internal app prototypes using voice recognition, NFC, React Native, machine learning, and protocol buffers.

Free People, Philadelphia, PA

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

- Helped develop redesigned mobile website with the UX and Marketing teams.

BrickSimple, LLC., Doylestown, PA

Mobile App Developer (07/2012 - 08/2014)

- Served as client contact point for development.
- Museum guide for Google Glass art exhibit at National Portrait Gallery Museum.

Education

The Art Institute of Atlanta

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

Google Associate Android Developer Cert. 06/2017

Android Application Projects

OneTouch Reveal 3.0 (09/2016 - 03/2017)

- Contributed development to new Bluetooth Low Energy communications framework.
- Created unit tests for Bluetooth device communications using mock device information.

NDA/Unreleased App (06/2016 - 09/2016)

- Developed an immutable domain model for high amount of integration and unit tests.

Check Your Numbers (06/2015 - 01/2016)

<https://goo.gl/DPwflA>

- Participated as Android Tech Lead for sub-task creation and task delegation for version 2.0.

Tonic Connect (03/2015 - 06/2015)

- An app to check-in at the office with geofences.

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

<https://goo.gl/HTYCqy>

- Lowered device requirements by optimizing video player and audio playback.

Public Speaking

- Led ten training classes on Android which covered debugging, tools, and automation.
- Gave presentations on Kotlin and Android.

Skills

Programming and Scripting

- Most Used: Java, C++
- Currently Learning: C++
- Prior Experience: Swift, Kotlin, Python, Bash, HLSL, MEL, Rust, JavaScript, HTML5, CSS3

Tools and Frameworks

- Most Used: Android SDK, IntelliJ IDEA, Visual Studio, Git, JIRA, JUnit, Docker
- Currently Learning: DirectX
- Prior Experience: Xcode, Eclipse, Unreal Engine 3-4, Maya, 3D Renders, Android NDK, NodeJS, Photoshop, LibGDX, Box2D, MySQL, SVN, CircleCI, Bluetooth LE, Scrum/Agile, Google Location & Maps API

Conferences Visited

East Coast Gaming Conf. 04/2017

DroidCon NYC 09/2016

DroidCon SF 03/2016