TRALYN LE

SOFTWARE ENGINEER

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EDUCATION

Dec 2018

COMPUTER SCIENCE, B.S.

University of Nevada-Las Vegas

Programming Coursework: Game & VR Development, Data Structures, Operating Systems, Automata and Formal Languages, Compiler Construction, Software Product Development, and Analysis of Algorithms.

June 2014

GAME DESIGN PROGRAM

University of California-Riverside

SKILLSET

Languages

C#	C++	C	Python
PHP	SQL	Java	JavaScript
Solidity	HTML5	XML	Bash

Platforms

Windows	Linux
Mac OS	

Tools, Frameworks, & Software

Unity 2D/3D	Visual Studio
Git	Perforce
SVN	ReactNative
AWS	MySQL
Photoshop	Maya & 3dsMax

EXPERTISE

- GAME PRODUCTION
- VIRTUAL & AUGMENTED REALITY
- UNITY 2D/3D DEVELOPMENT
- OBJECT-ORIENTED DESIGN
- EMBEDDED SYSTEMS
- MOBILE APP DEVELOPMENT
- WEB DEVELOPMENT
- DATABASE MANAGEMENT

For extended portfolio, visit nylart.io

CAREER PROFILE

Software engineer with a passion for making games. Experience with game development, interface and UX design, embedded systems, and virtual reality and augmented reality experiences. I enjoy dissecting complex systems, optimizing my code, and becoming a better architect for my code.

WORK EXPERIENCE

EMBEDDED SOFTWARE ENGINEER I

Konami Gaming, Inc. | Las Vegas, NV | April 2019 - Present

- Utilized Object-Oriented Principles to redesign and restructure the old Synkbox® codebase for the future release of the Synkbox Client®. The primary focus of this is to create a system that is better optimized, not tightly coupled, and cleaner.
- Implemented new features for the Synkbox Client®, which analyzes player data from slot machines, sends offers from casino management to the player directly, and allows player full access to their gaming trends and player history information.
- Developed tools to assist the team productivity and regression testing.
- Assisted development for QR Code generation in a feature for the Global Gaming Expo (G2E).
- Increased line code coverage results with unit testing within the software.
- Leveraged knowledge in: Embedded systems development, multi-threaded application development and use of socket APIs, unit testing, Linux, and version control with SVN.

SOFTWARE ENGINEER INTERN (Game Development)

Scientific Games | Las Vegas, NV | June 2018 – May 2019

- Assisted development on an innovative new slot game and gained understanding of system architecture.
- Developed a prototype game from the ground up, designing and implementing a unique game mechanic.
- Successfully fixed over 100 bugs to help a major game be show ready for the Global Gaming Expo (G2E) and to help meet its production deadline.
- Responsible for development of Latin American releases of two slot games.
- Created GUI program to analyze game simulation results, allow simulation of paytables, and output useful math-related statistics such as hit frequency and RTP.
- Leveraged knowledge in: Game development in Unity, C# programming and debugging in Visual Studio IDE, and version control with Perforce.

SOFTWARE ENGINEER INTERN

60East Technologies | Las Vegas, NV | June 2017 – May 2018

- Responsible for unit testing in Python for debugging the software.
- Reproduced and fixed Bank of America and Wells Fargo reported bugs.
- Created scripts to increase line code coverage and optimize code within the software.
- Leveraged knowledge in: Unit testing, python programming, and version control with Git.

SOFTWARE PROJECTS

To see projects, visit nylart.io

MEMOIRS OF THE ATLANTIC (VR Game)

- Created a “Mad Max” inspired virtual reality racing game for the HTC Vive using Unity3D.
- Racing game has auto-spawning cars to chase the main car.
- Map terrain is autogenerated, so each gameplay is randomized.
- 3D modeled assets for game (cars and terrain).
- Utilized: C# programming in Visual Studio IDE, Unity3D, and SteamVR API tools.

ELYSIAN ACRES (Unity Game)

- Currently working on a farming role-playing game for the PC.
- Focusing on object-oriented principles to structure code efficiently.
- Implemented file saving, character customization, player interaction with NPC and animals, settings menu, animal classes, and NPC classes.
- 3D modeled assets for game (environment modeling).
- Utilized: C# programming in Visual Studio IDE, Unity3D.