

# PAUL D QUINONES

## Software Engineer - Game Development

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### PROFESSIONAL PROFILE:

Software Developer with 3 years of professional Software Developer experience with Unity Game Engine and 4 years of experience in Games Quality Assurance. Competent in technologies that include C#, Shader Graph, High Definition Render Pipeline, Continuous Integration, HTML, and JavaScript. Taking part in 8 Global Game Jams has led to venue awards for Best Game at Location and Highest APM for Development.

### CORE COMPETENCIES:

**Languages:** C# - C++ - JavaScript - Java - CSS - HTML - SQL - JSON - XML - YAML

**Technology:** Unity Game Engine - Shader Graph - WebGL - Visual Studio - Git - Azure DevOps - Amazon Web Services - Android - Google Test - Microsoft Azure Devops

**Technical:** Shader Graph - Game Mechanics - QA Testing - Unit Testing - Continuous Integration - Mobile Development - Web Development - API Integration - User Interface

### EDUCATION:

Pace University, *White Plains, NY*

**Computer Science, Master of Science**

*Relevant Courses: Unreal Programming, Artificial Intelligence, Intelligent Agents, Software Reliability*

Unity Technologies - 2020

**Unity Certified User: Programmer Certification**

Coursera - 2019

**Unity Certified Programmer Exam Preparation**

Manhattanville College, *Purchase, NY*

**Computer Science, Bachelor of Arts**

### DEVELOPMENT EXPERIENCE:

**Clothing Tech LLC, Austin, TX — May 2020 - Present**

*Software Developer*

- Develop UI and core functionality in a garment creation application in **Unity** using **C#** that allows users the ability to set various stylings on a garment.
- Built out the Continuous Integration pipeline on Azure Devops that runs unit tests for **Unity** components and automatically creates a Windows build for manual testing.
- Integrate Web Services into our Fitting Room Application using **Unity** and WebGL that allows for customers to view garments on their avatar in a Web browser.
- Work with **Shader Graph** and **High Definition Render Pipeline** to integrate realistic materials to various components of a garment during runtime.

**Paul Programs, Austin, TX — Nov 2019 - Present**

*Content Developer*

- Create content on YouTube focused on teaching and informing viewers on how Game Mechanics can be developed, which have generated hundreds of views.
- Develop code and sample projects using **Unity**, **C#**, **C++**, and other Game Development software to provide viewers a starting point to developing their own projects based on different Game Mechanics.
- Edit video content that presents and breaks down ideas behind Game Mechanics for viewers to understand the concept behind a mechanic, uses for the mechanic, and how to implement the mechanics.

**Eyeview Digital, Austin, TX (Remote) — Oct 2014 - Jan 2020**

*Software Engineer in Automation — Dec 2016 - Jan 2020*

- Automated manual tasks for Advertising Campaign creation that reduced turnaround times from days to minutes using Java, MySQL, internal platform API, and the Salesforce API.
- Increased visibility on User Targeting data by creating dashboards using HTML, CSS, Javascript, MySQL, and JSON/XML APIs that allowed for higher ROI on video advertising campaigns.
- Collaborated with Devops team to build out Continuous Integration for Client Integration team that included the configuration of EC2 using YAML and RDS MySQL databases on Amazon Web Services with GitHub and Jenkins handling deployments.

*Client Integration Engineer — Oct 2014 - Dec 2016*

- Standardized creation of custom maps that removed the need for the Creative team to manually edit maps by developing a Location Toolset built using Java, HTML, and JSON with the Bing API.
- Developed functionality for interactive video ads with JavaScript that allowed for click outs to various product pages and interacting with products during video playback.

**Shadow Keep Studios, New York, NY — Jan 2011 - Apr 2012**

*Game Developer, Freelance*

- Programmed codebase and placed assets using the **Unity** game engine to build out the game Mutton Math that was commercially released on iOS and Android.
- Built out game base for an unreleased top down game in **Unity** using **C#** that included player controls, collision detection, and basic enemy AI.

**XS Games, New York, NY — Apr 2008 - Mar 2012**

*Senior Quality Assurance Lead Analyst — Apr 2011 - Mar 2012*

- Communicated with developers using Jira and other tracking systems to ensure bugs were prioritized and passed Technical Requirements testing for 5 commercially released titles on consoles and mobile devices.
- Improved the turnaround times on regression testing through the creation of daily builds to ensure Quality Assurance (QA) analysts were in step with development teams.
- Trained junior testers on how to perform Technical Requirements testing for Nintendo and Sony platforms that allowed for quicker turnarounds on testing of builds.

*Technical Quality Assurance Lead Analyst — Jun 2009 - Apr 2011*

- Analyzed 6 commercially released titles against Sony and Nintendo Technical Requirements documentation to prevent potential manufacture delaying faults.
- Planned test cases for Quality Assurance (QA) Analysts that prevented any potential issues from delaying release on 4 commercially released console titles.

*Quality Assurance Analyst — Apr 2008 - Jan 2009*

- Executed test cases and scenarios from Quality Assurance (QA) Leads to discover potential faults in 5 commercially released game console titles released on Nintendo and Sony hardware.

**RELEVANT EXPERIENCE:**

**Ziff Davis, New York, NY — Sept 2013 - Sept 2014**

*Technical Account Manager, Ad Operations*

**Sony DADC, New York, NY — Mar 2012 - May 2013**

*Onboarding Engineer*

**ACHIEVEMENTS**

**Global Game Jam 2019 Highest APM Award**

- Decor Hero: First Person Furniture Decorating Game - Solo Developer

**Global Game Jam 2010 Best at Location Award**

- Deceptive Platformer: 2D Platformer - 2D Artist / Designer