

PAUL D QUINONES

Software Engineer - Game Development

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PROFESSIONAL PROFILE:

Software Developer with 6 years of Professional Development experience that includes 5 years of Software Engineering experience, 5 years of Unity Game Engine development, and 4 years of Quality Assurance / Test experience. Competent in game development technologies that include C#, Shader Graph, High Definition Render Pipeline, Continuous Integration, HTML, and JavaScript. Taking part in 10 Global Game Jams has led to two 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 - NUnit - Jira

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

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 & Art: Computer Graphics, Bachelor of Arts

SOFTWARE ENGINEERING EXPERIENCE:

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

Software Developer

- Develop **UI** (user-interface) and core functionality in the garment creation application and fitting room applications in **Unity** using **C#** that allows users the ability to create garments digitally.
- Built out the Continuous Integration pipeline on Azure Devops that runs **Unity** tests to validate components and automatically create builds for Windows and Mac through our test and production pipelines.
- Integrate Web Services passing **JSON** data from APIs into our Fitting Room Applications for **Mobile** and Web using **Unity** and **WebGL** that allow customers to view garments on their personal avatars.
- Collaborate with Product Management and User Experience team members to finalize the design and implementation of features requested by users during the Beta test of the Garment design application.
- Implement **C++** library code from an external physics engine into Unity for the realistic simulation of garments on a 3D avatar.

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.
- Created automated **Java** scripts that pull **JSON** or **XML** data from partner APIs to integrate product, real time weather, and location data into dynamically created videos.

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

Onboarding Engineer

- Developed automated tools with **C#** to generate **XML** files used for the distribution of content on the Apple Music Store.
- Ran **SQL** queries to assist in the onboarding and technical support of content distribution partners migrating over to the DDEX specifications.

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

Game Developer, Freelance

- Programmed the codebase and placed assets using the **Unity** game engine to build 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 Technical 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.
- 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 titles against Sony and Nintendo Technical Requirements documentation to discover potential manufacturer issues across 6 released titles.
- Worked with Junior Quality Assurance Analysts to set goals and expectations for quality before sending to Sony for Technical Requirements approval on PlayStation Portable titles.
- Developed test plans with test cases for Quality Assurance (QA) Analysts to test against to discover potential release delaying technical issues on 4 released console titles.

Quality Assurance Analyst — Apr 2008 - Jan 2009

- Performed destructive, manual, regression, and functionality testing to discover potential faults in 5 released titles on **Nintendo** and **Sony** hardware.

RELEVANT EXPERIENCE:

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

Technical Account Manager, Ad Operations

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