

PAUL D QUINONES

Game Developer

Austin, TX - (646) 369-6235 - PAULDQUINONES@GMAIL.COM

<https://www.linkedin.com/in/pauldquinones-software-engineer/> - <https://www.pauldquinones.com/>

PROFESSIONAL PROFILE:

A Game Developer with expertise in User Interface, Unity, and C# development that include over 5 years of professional experience developing games and 3D design applications for mobile and desktop. Over 4 years of QA testing experience working on over 20 shipped games for platforms that include mobile, PC, and console. Participated in over 10 Global Game Jams and have been part of teams that won local Venue Awards for Best Game at Location, UI/UX 2nd Place, and Highest APM for Development.

CORE COMPETENCIES:

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

Technology: Unity - Unreal Blueprints - Figma - WebGL - Visual Studio - GitHub/Git - Azure - Android - Jira

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

GAME DEVELOPMENT RELATED EXPERIENCE:

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

Software Developer - Unity

- Develop **UI** (user-interface) and core 3D functionality in **Unity** and **C#** using the **Model-View-Controller** pattern that allows users to create garments digitally for the released Garment Digital Twin product.
- Integrate Web Services using JSON data from internally developed **REST APIs** into our Fitting Room Applications for **Android** and WebGL in **Unity** that allows for users to determine how garments fit.
- Work with **Unity Shader Graph** for Render Pipelines to improve visual quality of textures that are implemented at runtime that has improved the realistic look and feel for fabrics and stitching.
- Built-out functionality for the Continuous Integration pipeline utilizing Unity Test Runner and build scripts that automatically generate daily builds across Mac OS and Windows for testers.
- Collaborating on the creation of an updated User Interface architecture for mobile and web applications to be implemented in Unreal that will allow for improved visual fidelity.

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

Software Engineer in Automation — Dec 2016 - Jan 2020

- Developed **Automation tools** to streamline tasks for Campaign creation that reduced turnaround times from days to minutes using **Java**, **MySQL**, and internal platform alongside Salesforce **API** integrations.
- 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 Operations and Product Management teams to determine what product features were missing that led to an 50% reduction of errors and increase of operational team productivity.

Client Integration Engineer — Oct 2014 - Dec 2016

- Standardized creation of custom maps used in videos displaying client locations by developing a Map Toolset using **Java**, **HTML**, and Bing **API** that removed the need for the Creative team to manually edit maps.
- Created automated **Java** scripts that pulled **JSON** and **XML** data from partner **APIs** that would integrate product, real time weather, and location data into millions of dynamically created videos.
- Collaborated with the Motion Graphics video team to implement functionality using **Java** and **Javascript** for **interactive** videos that lead to a higher ROI (return on investment) for top clients.

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

Game Developer - Freelance, Unity

- Programmed the **game mechanics** and **user interface** for the **Unity** game Mutton Math that was released on both the Android and iOS **mobile** app stores.
- Built out game mechanics for an unreleased top down game in **Unity** using **C#** that included player input, collision detection, and enemy AI.

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

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

- Communicated with developers using **Jira** and multiple other bug tracking systems/databases to ensure the prioritization of fixes based on manufacture guidelines for 5 released titles on consoles and mobile.
- 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 — *Jun 2009 - Apr 2011*

- 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.
- Analyzed titles against **Sony** and **Nintendo Technical Requirements** documentation to discover potential manufacturer issues across 6 released titles.

Quality Assurance Analyst — *Apr 2008 - Jan 2009*

- Investigated, analyzed, and reported bugs for the release of 5 shipped titles of various genres including rhythm to action games on **Nintendo** and **Sony** portable and home consoles.
- Owned test coverage and responsibilities for gameplay, destructive, input, and regression tests to verify games met the requirements set by hardware manufacturers to hit expected deadlines.

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

DualShockers, New York, NY — *May 2012 - Mar 2013*

Contributing Writer, Gaming

EDUCATION:

Pace University, *White Plains, NY*

Computer Science, Master of Science

Relevant Courses: Unreal Programming, Artificial Intelligence, Software Reliability

Unity Technologies - 2020

Unity Certified User: Programmer Certification

General Assembly - 2018

User Experience Design Bootcamp

Manhattanville College, *Purchase, NY*

Computer Science & Art: Computer Graphics, Bachelor of Arts

ACCOMPLISHMENTS

- **Global Game Jam 2023 Best UI/UX 2nd Place** - Culture Cue: Tabletop Game - Designer/Artist
- **Dungeon Masters Guild** - Collective Encounters Vol. VII: Encounter Designer/Writer
- **PaulPrograms Youtube Channel** - YouTube Channel Focused on teaching Game Mechanics and Development
- **IGDA Global Mentorship Program** - Mentor IGDA members interested in breaking into Game Development
- **Global Game Jam 2019 Highest APM Award** - Decor Hero: First Person Furniture Game - Programmer
- **Global Game Jam 2010 Best at Location Award** - Deceptive Platformer: 2D Artist/Designer