# R. Justin Doe

# Software Developer

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# EDUCATION – University of South Carolina

B.S. (Computer Science), Class of 2010

M.S. (Computer Science and Engineering), Class of 2014

**TECHNICAL PROFICIENCES**

**Programming Languages:** C#, JavaScript, Java, C++, ActionScript 2.0

**Software:** Unity3D, Git, SVN, Blender, Photoshop, Illustrator, Kinect SDK

**Misc:** Rapid Prototyping, Usability Testing, Mobile, UI Design, 3D Modeling, AdMob, Google Play Services

# RELEVANT EXPERIENCE

***Unity Developer*** January 2015 – October 2015

***West Health Institute***San Diego, CA

* Developed applications with Unity for Project Emmersiv, a tool that provides behavioral therapy to children with Autism using Kinect-based games.
* Implemented gameplay mechanics for a mobile game prototype (~2000 lines C#).
* Ported Kinect-based applications to mobile tablets with new touch-based controls.
* Created user experience surveys and conducted playtest sessions to improve prototype design.

***Graduate Research Assistant*** August 2011 – August 2014

***University of South Carolina***Columbia, SC

* Led a team of developers, artists, and translators to develop *Lost in the Middle Kingdom* (~20000 lines C#/JavaScript), a Unity-based educational application for teaching Chinese language skills.
* Updated existing codebase to utilize new technologies involving animation systems and UI.
* Coauthored research publications for ACM and Foundations of Digital Games.
* Trained, supervised, and mentored students in Unity game development.

***Software Developer Intern*** June 2010 – August 2010

***University of South Carolina***Columbia, SC

* + Developed an educational game prototype that used language learning methodologies and GUI-based minigames to teach Chinese language skills.
	+ Presented two talks on effective language learning game design using total immersion and second-language acquisition.

**RECREATIONAL HIGHLIGHTS**

* Released 3 self-developed apps in 2014 for Google Play, Apple App Store, and Amazon Appstore.
* Developed an accelerometer-based game (~2000lines C#) that uses the Facebook API, Google AdMob, and Google Play Services.
* Created YouTube tutorials on game development and 3D modeling which have garnered over 40000 views.
* Created a short VR demo for Oculus VR with Unity.