Jose Mayi

http://www.josemayiportfolio.com – Josemayi@outlook.com

Objective

Accomplished, achievement-driven professional interested in working for a software development company.

Education

Bachelor of Science, Game and Simulation Programming

DeVry University – Orlando, FL
Graduated: October 2011
Cumulative GPA: 3.6 / 4.0 (Dean's List)

Technical Competencies

Programing: AI, AI Training, OOP/OOD, C#, .NET Core, .NET Framework, Typescript, JavaScript, HTML5, CSS, MSSQL

APIs, IDEs, SDKs, and Engines: Unity3D Game Engine, WebGL, Visual Studio, React, Angular, Vue, Ionic

Miscellaneous: Excellent Communication Skills, Very Fast Learner, Team Player, Excellent Writing Skills.

Projects

A list of various projects I have worked on is available in my portfolio at http://www.josemayiportfolio.com

Employment History

Creative Veteran Productions (CVP)   **Orlando, FL**   **Dec. 17, 2012 – Present**
Senior Software Engineer
- Responsible for implementing and deploying trained AI model using Microsoft's Azure cloud service
- Creating online medical simulations for the VA using one of the following (depending on project requirements)
  - Unity3D (C#) and SmartFox Server.
  - Babylon JS (Typescipt)
  - Angular, React, or Vue. Any of these together with Ionic to reach mobile devices
  - ASP .NET and MSSQL
- Responsible for creating easy to maintain code for both the front end and the back end of a web site.
- Have already worked on 20+ different simulations from start to finish (each one taking at least 6 months). Sometimes by themselves and sometimes at the same time depending on where I was needed.
- Creating/maintaining core logic for all simulations in which I was involved.

ICF International   **Orlando, FL**   **Nov. 7, 2011 – Nov. 2012**
Games and Simulations Programmer
- Creating Games and Simulations for the Army using Unity3D and Silverlight. C#, XAML and XML are the primary languages used in the various projects I worked on
- Testing products for quality assurance purposes.
- Debugging and programming to fix the issues that are identified.

DeVry University   **Orlando, FL**   **April 2010 – Sept 2011**
Faculty Assistant/Tutor
- Assisted students develop skills in mathematics, physics, C++, C#, Java, XNA, DirectX and OOP/OOD
- Assisted students with tutoring on the phone
- Provided customer service for DeVry University students