JEFFREY ARAKI

Software Engineer

CONTACT

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jaraki.github.io/portfolio-website

SKILLS

C#, Java, Python, C/C++, SQL, Javascript, HTML, Lua, CSS

Unity, Windows Forms, Visual Studio, Android Studio, OpenGL, SFML

SUMMARY

Software engineer with a background in game design and UI/UX design. Critical thinker adept and finding effective solutions to various problems. Takes the time to design and document well-structured code.

EDUCATION

University of California, Irvine 2014-2018
Bachelor of Computer Game Science

EXPERIENCE

Seek Thermal, Inc. **April 2019-Present**

- Android SDK:
  - Designed, tested, and implemented a robust thermal camera API in Android featuring a custom OpenGL overlay library, fusion with visible camera, photo capture and video recording, geotagging and custom thermographic metadata, and postprocessing and report generation using the metadata. Wrote full API documentation with doxygen, with custom formatting, graphics, as well as build scripts to build releases with documentation included.
- ATCAL (Production Calibration Software):
  - Completely restructured a poorly maintained codebase of almost 40,000 of code into a much smaller, robust, well-structured, and well documented one with little outside help.
  - Created custom tools for viewing, comparing, loading, reading, and writing calibrations to cameras.
  - Improved UI and base functionality of the program.
  - Pushed the majority of duplicated code across different production tools into the base library that is used between them.

Quint **September 2018-January 2019**

- Isometric 3D Asynchronously Networked Board Game, written in Unity C#.
- Published to the Google Play Store October 2018
- Solo project for learning about databases, networking, Unity Ads and In-App Purchasing, and mobile development.
- Modeled my own 3D art assets in Maya, created and modified 2D art assets in GIMP, designed the game rules, as well as programming, testing, and debugging all the code.

ElecTRIO **January 2018-August 2018**

- 2D Local 3-Player Cooperative Puzzle Platformer, written in Unity C#.
- Winner of the iThrive "Find the Kind" diversifier ($500 prize) as well as Best Design ($25 prize) at Global Game Jam 2018
- Originally created at Global Game Jam 2018, further developed in my Capstone Project Class
- Created a level design system that facilitated the creation of new levels, designed the last four levels as well as the user interface menus and particle effects, programmed core gameplay logic and user interface functionality.

Higher Education **January 2018-June 2018**

- 3D Local Virtual Reality Experience based off the Broadway musical Higher Education by Tim Kashani, written in Unity C#.
- Created a dynamic music system that plays different music based on the current state (a spectrum of harmony and chaos), as well as a dynamic particle system that is also based on the current state. Programmed core gameplay and interaction functionality.

Blobcano **September 2017-February 2018**

- 2D Local 2-4-Player Cartoon-style Arena Combat Game, written in Unity C#.
- Original game for my Senior Capstone Game Project class, ended up switching to ElecTRIO full-time after the Global Game Jam
- Created an efficient procedural rock spawning system that allowed for precise control over spawning rocks into different bins and recycled the GameObjects using a pool. Designed the user interface menus and screens, the particle effects, and the different game modes. Programmed core gameplay logic and user interface functionality.

Pirate's Bounty **September 2016-June 2017**

- 2D Networked Multiplayer Pirate Battle Royale, written in Unity C#.
- Programmed, tested, and debugged networking code. Designed the user interface menus, programmed core gameplay logic and user interface functionality.

Zomboat **January 19, 2018-January 21, 2018**

- 2D Networked Massive Multiplayer Zombie Infection Game, written in Unity C# using HappyFunTimes library for Global Game Jam 2017
- Worked with Craig Morrison, the Design Department Manager for World of Warcraft
- Programmed core gameplay logic, learned how to use the HappyFunTimes library to allow for large-scale multiplayer single-screen networking using smartphones as controllers.