# Ervie Tubig

## Education

### *University of California, Irvine*
September 2017 - June 2021

B.S. Computer Science - Specialization in Visual Computing

## Work Experience

### Almac Group
October 2022 - Current

#### Software Developer
- Developed software for Interactive Response Technology (IRT) to be used in clinical trials
- Utilized Microsoft SQL Server, ASP.net MVC, and C# to develop applications that adhere to the SOLID design principles
- Wrote efficient and performant LINQ queries and worked within a platform that leverages asynchronous programming

### Comcast
February 2022 - October 2022

#### Technical Associate - Contractor (via Infosys)
- Developed and maintained QA automation services for network devices using Python
- Drived configuration & deployment of hundreds of enterprise server devices running RouterOS and CentOS through Ansible automation
- Decreased enterprise server device failures by 24% to ensure operational integrity in QA

## Projects

### Cowboy Frog
June 2022 - September 2022

#### Game Programmer
- Created node editor tool to build numerous intricate dungeon level layouts to be used by a procedural random dungeon generator
- Optimized realtime A* pathfinding for enemy AI reducing frame use time from 160 ms to 4 ms
- Implemented object pooling for efficient reuse of a range of weapons/ammo patterns with different sound effects and visual effects.

### Heartbeat - Social Web Application
November 2021

#### Programmer
- Integrated HTTP requests and handling of server responses for user account information and profile matching from our Angular 10 frontend to our Java backend
- Implemented several Spring technologies such as Spring MVC to handle HTTP requests and Spring ORM to manage models within our AWS RDS PostgreSQL database
- Increased application service layer test coverage from 32% to 78% using JUnit and ECL Emma.

## Other

### Trouble Brewing: Game Jam Submission
March 2021

#### Lead Programmer
- 3rd place submission and awarded Best in Programming for the LCAD Hot Jam 2021
- Planned and implemented the overall architecture of the event, scene management, dialogue, and various puzzle systems within the entire game

### Video Game Development Club at UC Irvine
Fall 2017 - Fall 2020

#### 2019-2020 Production Officer:
- Created curriculum and hosted dozens of quarterly workshops on video game production: project management, task delegation, scheduling, and scoping of tasks for game projects
- Organized and mentored various student game development teams working on quarterly game projects assigned by the club

## Contact Information
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## Languages
**Proficient:** C#, Java, Python
**Intermediate:** C++, Javascript, HTML, Typescript, SQL
**Familiar:** C, CSS

## Technologies:
**Proficient:** Unity3D, Git, Visual Studio Code, Azure DevOps Server

**Intermediate:** Angular, Spring, Blender, Ansible, Microsoft SQL Server

**Familiar:** Jenkins, Docker, Unreal Engine, Linux

## Relevant Coursework:
Computer Networks,
Computer Game Engine,
Computer Graphics,
Data Structures & Algorithms,
Statistics,
Linear Algebra,
Human Computer Interaction,
Systems Design

## Other Skills:
Project management,
Team leadership,
Public speaking,
Agile methodologies