

# Jose Mayi

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## 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

**Programming:** OOP/OOD, C#, .NET Framework, Typescript, JavaScript, HTML5, CSS, Java, Python

**APIs, IDEs, SDKs, and Engines:** Unity3D Game Engine, WebGL, Babylon JS Game Engine, Visual Studio 2008-2013

**Miscellaneous:** Excellent Communication Skills, Very Fast Learner, Team Player, High Level Math, Public Speaking, Excellent Writing Skills.

## Projects

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

## Employment History

**Creative Veteran Productions (CVP)** **Orlando, FL** **Jul. 2017 – Present**  
***Lead Technical Architect***

**Creative Veteran Productions (CVP)** **Orlando, FL** **Dec. 17, 2012 – Jul. 2017**  
***Senior Software Engineer (Lead)***

- Creating online medical simulations for the VA using Unity3D (C#) and SmartFox Server.
- All the built simulations were ported to WebGL using Babylon JS and TypeScript because of Google's decision to drop NPAPI support for Chrome.
- Responsible for creating and maintaining MuveBabylon, an API entirely written in TypeScript used as an extra layer of abstraction between BabylonJS (WebGL Engine) and the front end code.
- Responsible for creating a menu builder system used in almost every WebGL simulation which drastically reduces the level of effort of creating any kind of menus in a web a web site. This scalable menu system was entirely created in typescript and is not bound to a particular HTML layout or CSS style.
- Responsible for leading day to day scrum meetings with a team of 6 and planning the simulations' timeline as well as handling code reviews, mentoring the team and communicating to the Project Manager the project's monthly progress.
- As the Senior Developer of the team, I'm also responsible for 95% of the underlying infrastructure in all the Unity3D and Babylon JS simulations (10 simulations) written in C# and TypeScript respectively. In addition, I am also in charge of all the SmartFox server side code written in Java.

**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