

HECTOR PINEIRO II

Software Developer

Portfolio wooffull.github.io/portfolio
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Location Rochester NY, 14623
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EDUCATION

Rochester Institute of Technology
2012–2016 | Rochester NY
BS in Game Design and Development
Minor in Japanese Language
Study Abroad in Japan for Six Weeks
Honors Program
3.9 GPA

JOB EXPERIENCE

SOFTWARE DEVELOPER AT LENEL SYSTEMS INTERNATIONAL (CO-OP)

Collaborated with global teams in an agile workflow, using JavaScript, HTML5, and CSS3, with a large focus on HTML5 Canvas, cross-browser compatibility, and WebSocket technology. Frequently utilized Perforce, Wireshark, and Chrome DevTools. Played a crucial lead developer role in a 2-year project to guide the architecture for a front-end video-streaming web client. Enhanced back-end functionality using C++.

August 2014 – December 2016

SOFTWARE DEVELOPER AT RIT (CO-OP)

Collaborated in a small team to develop a web framework for the LivePhoto Project, using JavaScript, HTML5, CSS3, and PHP.

June 2014 – August 2014

HEOP TUTOR AT RIT

Tutored Japanese and Differential Equations for the Higher Education Opportunity Program.

September 2013 – May 2014

LANGUAGES

JavaScript **Advanced**
HTML5 **Intermediate**
CSS3 **Intermediate**
C++ **Intermediate**
Lua **Beginner**
C# **Beginner**
PHP **Beginner**

PERSONAL PROJECTS

WFL GAME ENGINE

Solo project – Personal open-source JavaScript game engine. Interfaces with PixiJS to support WebGL rendering. Utilizes Babel and Watchify for automated builds with ES6 features. Implements an iterative approach to solving collisions with a quadtree for optimized collision detection, separating axis theorem used in narrowphase, and contact manifold generation to describe colliding entities.

December 2016 – Present

COSMIC FIGHTER

Solo project – HTML5 Canvas game developed with JavaScript. Uses Node.js with Socket.io and Express for backend, MongoDB and Mongoose for database management, and Redis for session management. Jade/ Pug is used for templating views.

April 2016 – May 2016

BITMAP VECTORIZATION

Group project (3 members) – OpenGL application created with C++. Considers heuristics to convert a bitmap image into a planarized pixel graph used for creating vectorized representations.

April 2014 – May 2014