SIDNEY INOUYE

Software Engineer

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EXPERIENCE

Mobile App Developer Intern
Lorable, Inc.

📅 Feb 2020 – Apr 2020   📍 Reno, NV

- Develop an application to be released to the app store using Dart and Flutter.
- Review code for the team, using knowledge about application architecture.

PROJECTS

Miner Mike
CS 381 - Game Engine Architecture

📅 Spring 2019

Developed a game engine using C++ and OGRE to create a basic computer game.

Vini Rolf
CS 484 - Virtual Reality

📅 Spring 2019

Developed a virtual reality mini-golf game using Unity and C#.

Apesphere
CS 480 - Computer Graphics

📅 Fall 2019

Used OpenGL and C++ to create a ball rolling puzzle game from scratch.

Octopus Defender
CS 328 - Game Design

📅 Fall 2019

Used Unreal Engine to create a first-person shooter horror game.

American AVK Hydrant
CS 425 - Software Engineering

📅 Sept 2019 – May 2020

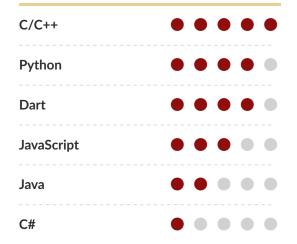Used Java and Python to create an image recognition application in order to recognize fire hydrants.

EDUCATION

B.Sc. in Computer Science & Engineering
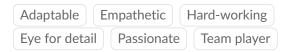**University of Nevada, Reno**

📅 Sept 2016 – May 2020

LANGUAGES

C/C++	●●●●●
Python	●●●●○
Dart	●●●●○
JavaScript	●●●○○
Java	●●○○○
C#	●○○○○

TECHNOLOGIES

Express.js   Flutter   Git   GLSL   Node.js   React.js   OpenGL   Unity   Unreal Engine   Visual Studio

STRENGTHS

Adaptable   Empathetic   Hard-working   Eye for detail   Passionate   Team player

VOLUNTEERING

Music Therapy
Piano Player

📅 Spring 2017 – Fall 2018

Non-profit organization that offers musical recitals at retirement homes and memory care facilities across Reno.