

Lesther Reynoso

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Professional Summary

Software engineer with over five years of experience applying software development practices. Seeking a game programming position to help satisfy my unending curiosity in game development.

Skills & Abilities

- Determined, persistent, and self-motivated to pursue new knowledge and challenges in and out of the workplace.
- Flexible and adaptive enough to transition between tasks when in a priority shifting environment.
- Version Control Systems: Git, Svn
- Languages: C++, C#; Prior experience: JavaScript, PHP, Java, HTML
- Game Engines: Unity, Construct 3; Prior experience: Godot, LibGDX

Game Experience

NINE | LAST BANANA GAMES | JUNE 2020 – PRESENT

- A 2D roguelike action platformer built in the Unity game engine.
- Implemented designer friendly systems for streamlined content creation including a scalable cutscene system and a portable entity state machine system used by the player and all the enemies allowing for modular enemy design.

SHOT IN THE DARK | POSSUM HOUSE GAMES | MARCH 2020 – PRESENT

- A 2D pixel platformer set in a black, white, and red world built in the Construct 3 game engine.
- Implemented music playback and transitioning system, level select system, save data management, Steam integration and achievements.
- Manage creation and distribution of release builds across the Steam and Itch.io platforms.

Favorite Games

Zelda Link to the Past, Pikmin Series, Mega Man X/Zero Series, Metroid Series

Work Experience

SPECIALIST SOFTWARE ENGINEER | L3HARRIS | JUNE 2015 – PRESENT

- Mentor new hires through the on boarding process, delegating, and facilitating education of software engineering practices.
- Lead designs of new product integration across multiple subsystems through transitioning software architectures.
- Develop new features, taking them through the entire development process from design documentation, requirements defining, code development, unit testing, code reviews, and software integration.
- Collaborate closely with teams of various engineering disciplines to integrate and test embedded improvements to data networking software for inclusion in software defined radio applications.
- Serve as build coordinator for multiple radio products and software releases, streamlining the build deliverable, documentation, and notification process.

Education

BACHELORS OF SCIENCE | MAY 2015 | SUNY POLYTECHNIC INSTITUTE

- Majors: Computer and Information Science, Electrical and Computer Engineering; Minor: Mathematics