Justin Ordonez

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About Me

A multidisciplinary Computer Graphics, VR, and Game Development enthusiast. Former lead developer, manager, and teacher of technology-focused curricula involving 3D printing and rudimentary robotics. A curious mind with a strong desire to help others understand versatile technologies. Often recognized as a persistent, patient, and methodical learner. Works well with a team and in solitude. Capable of concepting maintainable solutions for complex project requirements.

Experience

Los Angeles Department of Water and Power │ Applications Programmer   *May 2018 - Current*
- Managed department intranet site and responded to inter-division service requests for content updates.
- Developed front-end for future intranet web applications with ReactJs, Wordpress, and Bootstrap.
- Assisted in educating customers in managing their own intranet content modifications.

Windtree Education │ Instructor, Technician, and Program Developer   *April 2017 - April 2018*
- Instructed students on construction, programming, and connecting to Raspberry Pi-powered robot cars.
- Provided technical training to company personnel for a wide variety of software involving 3D modeling and creative content generation.
- Graphic design work on instructional material that dealt with construction/programming of robots, and proper usage of basic 3D modeling software.
- Pioneered and constructed a 3D Printing curriculum from scratch. Introduced several new technologies, workflows. and management solutions.

Rithm.io │ Unity Engine VR Developer   *June 2016 - July 2016*
- Worked independently and headed development for a prototype multi-user virtual reality application in Unity Game Engine.
- Attended AECX tech conference to interact with industry professionals and investigate software solutions for product prototype.
- Investigated and communicated comparisons of potential VR solutions for meeting project objectives.

Projects

InVRasion (Working Title) │ VR Asymmetrical Multiplayer Game │ Unity3D, Blender │ 1/2017 - Present
- Concepted and implemented a variety of weapon systems, player movement systems, UI placeholders, gameplay mechanics, and optimizations.
- Managed and corrected git repository issues.
- Created character and environment game assets by utilizing Blender 3D and Open Street Maps.

Untitled Moddable VR Shooter │ Multiplayer VR Shooter Game │ Unity3D │ 8/2018 - Present
- Utilized Photon Networking to set up network transforms for tracking player movement and direction, implemented multiplayer weapons system, health/ damage system, and player death/respawn.

Invisible Heroes │ Procedurally Generated Treasure Hunt │ Unity3D │ 3/2016
- Concepted and implemented a variety of weapon systems, player movement systems, UI placeholders, and gameplay mechanics.
- Implemented procedural map generation with customizable parameters from a main menu.

RiVR │ Mobile VR Architectural Annotation Tool │ Unity3D │ 4/2016 - 7/2016
- Utilized Unity and Unet to prototype a multiplayer architectural panoramic image annotation application.

Technical Skills

Languages
C#, Java, Python, Javascript, PHP, HTML/CSS, C++, MIPS Assembly, Ruby, SQL

Software/Framework Proficiencies
- *Management:* Trello, Microsoft TFS
- *Programming:* GIT, Visual Studio Code, Visual Studio
- *Game Development:* Unity3D, Photon Networking, Blender, ZBrush, Substance Painter, Substance Designer,Unreal Engine 4
- *Web*: Wordpress, Redux, React, ReactVR, ThreeJS, A-Frame, Oracle Webcenter, Oracle Content Server, ASP.Net Core MVC
- *Adobe*: Photoshop, Lightroom, After Effects, Illustrator, Premiere Pro, Adobe Animate

Education

California Polytechnic University, Pomona │ Bachelor of Science, Computer Science

Extra-Curricular

Cal Poly Pomona Game Development Club │ 3D Modeling Tutor, Hackathon Participant, General Volunteer

Yume Yumiko Media Group │ Website Manager, Technical Project Lead, Photographer/Editor, Digital Tutor