

# Taro Omiya

Creative Portfolio: taroomiya.com  
LinkedIn: linkedin.com/in/taroomiya

+1 (301) 908-4024  
taro.omiya@omiyagames.com

## **PROFESSIONAL EXPERIENCE**

**Software Engineer**, Level Ex, Chicago, IL September 2020 - Present

- Developing medical mobile apps for iOS and Android remotely with Unity and C#, under the MVC design pattern.
- Expanding the Unity editor with custom Visual Scripting nodes and other tools for designers and artists to utilize.
- Constructed a reactive web interface with Typescript, Javascript, HTML, and CSS through Node.JS.
- Developed an AWS Linux image with NVidia graphics card to run Unity games remotely, live streaming its graphics as video for Level Ex's custom online game streaming platform.

**Indie Game Developer**, Omiya Games, Troy, NY February 2013 - Present

- Building over 30 experimental games, with over 850,000 views and downloads.
- Developing open-source C# Unity packages such as the one-click solution, Multiplatform Build Settings.
- Coding tools and frameworks, including sound effects, menus, audio settings, for Template Unity Project.
- Detect and resolve performance drops by debugging and profiling Unity apps using Visual Studio.

**Executive Director**, Tech Valley Game Space (TVGS), Troy, NY April 2017 - February 2020

- Led and represented one of the largest local community of game makers in the Capital Region of New York
- Ran a non-profit co-working space, including budgeting and maintaining its computers, equipment, and website.
- Conducted programs designed to advocate and empower greater diversity and inclusivity in the STEM field.

**Senior Software Engineer**, Ithos Global, Troy, NY October 2017 - May 2018

- Designed and developed a new JSON REST API for an existing site using Java, Jersey, MySQL, and Tom EE+.
- Integrated reactive GUI elements for a chemical-logging website with JSP, Javascript, and jQuery.
- Created automated server scripts interfacing Asana REST API to Subversion and Jenkins via Bash and Python.

**Game Developer**, E4 Software, Damascus, MD March 2011 - August 2014

- Developed and published 4 Unity mobile games on the iOS, Android, Amazon, and Barnes & Noble app-stores.
- Coded game mechanics, physics, touch controls, motion controls, AI, GUI, visual effects, and audio using C#.

**GUI Software Engineer**, Boeing, Germantown, MD June 2010 - August 2014

- Added plotting and morphing of custom 2D images to a geolocation application using DirectX, OpenGL, and C#.
- Developed new features to the application with C#, C++, MFC, ESRI, and Infragistics.

## **PROJECTS**

**Not a Clone**, Omiya Games February 2015 - October 2016

- Led a team of seven to create a WarioWare-like mobile game where the microgames are clones of popular games.
- Designed and developed gameplay, touch controls, and mechanics for more than 40 microgames.
- Coded all the GUI behavior and animations, including leaderboards, in-game microgame store, options, etc.

## **VOLUNTEER EXPERIENCE**

**Board of Director**, Tech Valley Game Space (TVGS) April 2017 - Present

**Chair**, International Game Developer Association (IGDA) Albany chapter January 2016 - January 2021

**Conference Associate (CA)**, Game Developers Conference (GDC) March 2015, 2017, and 2019

## **SKILLS**

**Computer Languages:** C#, Java, Typescript, Javascript, C++, SQL, HTML, CSS, Ruby, Python

**Development Tools:** Unity, Git, Perforce, Mercurial, Subversion, Visual Studio, Eclipse, Photoshop, Blender

**Foreign Language:** Japanese

## **EDUCATION**

**Rensselaer Polytechnic Institute (RPI)**, Troy, NY

May 2010 B.S. Degree in Computer Science | GPA: 3.92/4.0 | Summa Cum Laude