Portfolio: www.taroomiya.com/eng   **Taro Omiya**   +1 (301) 908-4024
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SKILLS
Computer Languages: C++, C#, Typescript, Javascript, Java, SQL, Python, Ruby, HTML, CSS
Development Tools: Unreal 5, Unity, Perforce, Git, Jira, Visual Studio, VS Code, AWS, Blazor, Vue, NW.js
Spoken Languages: English, fluent; and Japanese, fluent

PROFESSIONAL EXPERIENCE
Software Engineer, WB Games Boston, Needham, MA   July 2024 – August 2025
Projects: *Game of Thrones: Dragonfire*, *Game of Thrones: Conquest*
- Designed a Blazor asset upload form and preview gallery, grouping compressed textures with its original asset.
- Migrated existing Blazor project from .NET version 7 to 8, utilizing Git bisect to debug misbehaving code.
- Streamlined a web-based diff tool, comparing changes game designers made over time, into a Github-like interface.
- Expanded asset compressing server microservice to compute and upload asset metadata to AWS S3.
- Built Unity UI and behavior with C# for filing support tickets and displaying loading errors.

Online Engineer, NetherRealm Studio, Chicago, IL   February 2021 – July 2024
Projects: *Mortal Kombat: Onslaught*
- Developed C++ wrapper for Unreal developers to interface with Typescript REST API for scheduled rewards.
- Built Unreal data assets and CSV parser for system designers to upload battles, rewards, and events data.
- Dramatically improved performance of login rewards user experience, while keeping UI code changes minimal.
- Renovated a Vue-based bot-generator, streamlining contextual fields and improving workflow for game designers.
- Expanded a NW.js developers tool to generate QA server data, including users and guilds.

Software Engineer, Level Ex, Chicago, IL   September 2020 – February 2021
Projects: Level Ex RemotePlay (Google Stadia-like streaming service)
- Converted an AWS Windows virtual machine to Linux, reducing licensing cost for live-streaming Unity games.
- Developed custom Unity Visual Scripting nodes for narrative designers to construct a branching storyline.
- Profiled iOS/Android app crashes and slowdowns, pinpointing offending assets and suggesting solutions.
- Constructed a reactive web interface with Typescript, Javascript, HTML, and CSS through Node.JS.

Indie Game Developer, Omiya Games, Troy, NY   February 2013 – February 2021
Projects: *The Recursive Dollhouse* (#1 Innovation, Ludum Dare 37), *Uballto* (#4 Innovation, Ludum Dare 45)
- Led a team to create a WarioWare-like mobile game *Not a Clone,* parodying other contemporary mobile games.
- Engineered code-generators to automate repetitive coding tasks, including storage of save data.
- Developed open-source C# Unity packages such as the one-click solution, Multi-Platform Build Settings.
- Constructed tools and frameworks, including sound effects, menus, audio settings, for rapid prototyping.

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+.
- Enhanced an existing website to track user changes, and provide a timeline interface to reverse said changes.
- Created automated server scripts interfacing Asana REST API to Subversion and Jenkins via Bash and Python.

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#.
- Integrated the latest protocols to increase the desktop application's support and customer base.
- Developed new features to the application with C#, C++, MFC, ESRI, and Infragistics.

GUI Programmer (Intern), 1st Playable Productions, Troy, NY   May 2008 – August 2008
Projects: *Ener-G Gym Rockets*
- Developed the credits sequence in a low-memory gaming device, the Nintendo DS.
- Added GUI elements, dialogs, and animations for *Ener-G Gym Rockets*.

EDUCATION
Masters in Computer Science, DigiPen Institute of Technology, Redmond, WA   2025 – 2027
Bachelors in Computer Science, Rensselaer Polytechnic Institute (RPI), Troy, NY   2006 – 2010