

EXPERIENCE

Microsoft – Program Manager – Azure Active Directory (2014 – 2016)

Gathered highly technical requirements from CTOs and IT pros of large customers. Designed updates and new features related to SaaS apps: single sign-on, user provisioning, and end-user authentication. Created specs and docs. Coordinated with several other teams to raise the bar for UX quality across the product.



Freelance – Unity3D Programmer (2016 – present)

Used C#, Unity, and other tools on a variety of contracts, mostly for indie games & VR startups. Full list of contracts below. Full portfolio: <https://livio.me>

- **Invrse Reality Limited:** Used C#, Unity, Java, Android SDK, UWP, JavaScript. Was the lead developer on confidential project funded by HTC's Vive X accelerator and other investors.
- **Experience America:** Instructor on four different two-week-long workshops in Seattle and Los Angeles for high school students, teaching game programming using C# and Unity.
- **Playfab + Hashbang Games:** Used C#, Unity to create Playfab's GDC 2017 Expo floor demo: a 2D game called *Unicorn Toss* which showcases their backend services. I was hired by Hashbang Games to be their main developer for their contract with Playfab.
- **Robocognito:** Used C#, Unity to develop a prototype for an unannounced VR project.
- **Hyperspace XR:** Used C#, Unity, and some C++ to develop early prototypes of a warehouse-scale VR experience, using custom tech requiring native Unity plugins.
- **Spite House:** Used C#, Unity to develop three prototypes for the indie game TRUNDL.buddy
- **VRNACULARS:** Used C#, Unity to develop a prototype for an unannounced VR app.
- **L.I.F.E:** Used C#, Unity to help develop the VR storybook *Strange World*.
- **The Volks, LLC:** Used C#, Unity, SQLite to develop prototypes for a mobile vocab game.
- **Silvr Thread:** Used C#, Unity to fix urgent bugs in a VR app demo within a tight deadline.



Microsoft – Program Manager Intern – Azure Active Directory (summer 2013)

Gathered requirements and made specs for the initial version of a mobile app that allows end-users to authenticate to all of their work apps using one set of credentials. Worked with a developer intern who implemented it. Also wrote specs for a certificate management UI used by IT pros.



University of Arizona – Section Leader (2013 – 2014)

Undergraduate TA for two programming classes. Taught weekly sessions of 25 students each, held weekly office hours, and graded homework, projects, and exams.



Riverman Media – Game Design Intern (2012)

Used ActionScript 3.0 to make game prototypes in Flash. Experimented with different rapid-prototyping techniques on multiple game ideas.



ACTIVITIES

International Game Developers Association – Chair of the Student SIG (2016 – present)

I run the entire student program for the IGDA. I manage the local student chapter program, and run an online community for students from around the world. Used PHP, HTML, CSS, JavaScript, Airtable API, Discord API, Zapier, Wordpress, and more to automate several tasks, launch a podcast, and publish a new website at <https://students.igda.org>



Interguild.org – Founder, Web Developer (2006 – present)

Used PHP, MySQL, HTML, CSS, JavaScript to build a web forum for a gaming community while I was in high school. It's a massive website, and the community still logs in to this day. Used Java to develop a Minecraft server plugin.

EDUCATION

Bachelors of Science Degree in Computer Science at the University of Arizona (2014)

GPA: 3.65. Graduated with Honors. Created the UA GameDev Club: <https://uagamedev.blogspot.com>
Contributed to a research project called *Angry Ants: Citizen Scientists for Trajectory Analysis*. <http://bit.ly/angry-ants>
Honors Thesis project was a game called *Magnet Ball*: <http://bit.ly/livio-honors-thesis>