

## 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>

**Academic Awards:** Nominated for Honors Outstanding Junior Award (Spring 2013), First Level Honors (Spring 2011), Academic Year Distinction Award (2010-2011), Dean's List with Distinction (Fall 2010), Dean's List (Spring 2011, Fall 2011), WildCat Excellence Award (2010), AP Scholar with Distinction Award (2010)

## EXPERIENCE

### Program Manager at Microsoft (2014 – 2016)

PM on Azure Active Directory, led a UX redesign project, owned multiple features related to SaaS app integrations and end-user scenarios. Received a promotion.



### 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:** Lead developer on confidential project using C#, Unity, Java, Android SDK, UWP, JavaScript. Project funded by HTC's Vive X accelerator and other investors.
- **Experience America:** Instructor on four different two-week-long workshops for high school age students about 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.



### Program Manager Intern at Microsoft (summer 2013)

PM intern on Azure Active Directory.



### Section Leader at University of Arizona (2013 – 2014)

Undergraduate TA, taught weekly sessions of 25 students. Section leader for the accelerated intro-to-programming course, then the object-oriented programming course.



### Game Design Intern at Riverman Media (2012)

Used ActionScript 3.0 to prototype some game ideas in Flash.



## ACTIVITIES

### Chair of the IGDA Student SIG (2016 – present)

I run the entire student program for the International Game Developers Association. Managed local student chapters, created and managed an online community for students. 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>



### Webmaster of Interguid.org (2006 – present)

Used PHP, MySQL, HTML, CSS, JavaScript to build a web forum for a gaming community. It's a ridiculously massive website, and the community still logs in to this day. Also used Java to develop a custom Minecraft server plugin.