

Abel Paguio II

software engineer / designer

Education

University of Florida 2015-2019
B.S. Computer Engineering

Skills

Python, C#, C++, Java,
HTML, CSS, Javascript,
C, MIPS, VHDL, Matlab, SQL

Unity, Unreal, 3DS Max, Maya,
Sketchup, Adobe Suite,
Substance Suite,
Git Version Control,
Agile/Scrum

Contacts

Address: 3014 Glenhurst St,
West Covina, CA, 91792
Email: nyxpaguio@gmail.com
Mobile: 352-222-8150
Web: rakuhana.github.io

Profile

I am a young aspiring software developer with a discerning eye for design, enthusiasm for XR, and eager to dive head-first into challenging projects and problems in order to grow as a developer and learn emerging technologies.

Experience

Visualization Design Intern – Herman Miller

Holland, MI – 05/2018 - 09/2018

- Researched and developed VR experiences using Unity and Unreal Engine focusing on photorealism and accurate lighting.
- Improved existing 3D render pipelines, with the creation of a global material library, improving the efficiency of the 3D Model Pipeline.
- Conducted manual user testing on a 3D Web Configurator project.
- Created several VR walkthroughs for ArchViz clients and consumers.

VR Development Intern – BehaviorMe

Gainesville, FL – 09/2017 - 04/2018

- Worked with other developers and behavioral therapy specialists to develop VR experiences using Unity and C#, focusing on ABA industry standards and virtual reality skills training.
- Prototyped different mechanic systems in order to find a suitable set of game-play mechanics that is interchangeable and shared across multiple simulations.

Lead Developer – ImpulseVR

University of Florida – 09/2018 - 04/2019

- Led a team for a combined undergraduate research and capstone project.
- Conducted user studies with BCI technology in conjunction with VR, and developed a VR game in Unity in order to showcase BCI+VR features in real-time.
- Created the Mana Generation System, which measured and checked the user's EEG for a relaxed state of mind in order to control the rate of mana regeneration.

Full Stack Developer (Generalist) – Procraster-ly

University of Florida – 09/2018- 12/2018

- Contributed as a web developer on a web app and browser extension which tackled the problem of procrastination by using a hybrid solution of social media and to-do lists to increase productivity through positive social pressure.
- Web stack and frameworks derived from MEAN (MongoDB, Express.js, Angular, Node.js) and front-end accomplished with Pug and Sass.

Unity Developer – Dr. Holo AR

Boston, MA – 09/2017

- Designed and developed an AR application for Microsoft HoloLens under 36 hours at a XR Hackathon at MIT Media Lab with a team of 5.
- The product was to prototype effective ways to improve daily hospital and surgical workflow for surgeons and doctors under the scenario of hospitals mass adopting HoloLens.

Design Coordinator – Swampacks

Gainesville, FL – 05/2017 - 1/2018

- Published various artwork for website, media, and marketing purposes.
- Filmed and edited promotional videos to market hackathon on all social media.
- Led overall branding and image of the university's annual hackathon to boost online presence with other nearby colleges and organizations.