

Taro Omiya

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PROFESSIONAL EXPERIENCE

Developer Experience Engineer, WB Games Boston, Boston, MA November 2023 - Present

- Constructing a Blazor web tool for managing the mobile game, Game of Thrones: Conquest, and an unannounced mobile game for iOS and Android with Unity and C#.
- Developing a full-stack feature for viewing assets used to modify the starting splash screen of each mobile game.

Online Engineer, NetherRealm Studio, Chicago, IL February 2021 - July 2024

- Developed live mobile app, Mortal Kombat: Onslaught for iOS and Android with Unreal, C++, and Typescript.
- Expanded a Vue + NW.js desktop tool with new windows to generate debug server data, including users and guilds.
- Designed new server REST API endpoints and corresponding client interfaces and subsystems for UI developers.
- Maintained a Vue Decorator web tool to schedule daily login rewards and toggle certain game features remotely.

Software Engineer, Level Ex, Chicago, IL September 2020 - February 2021

- Developed medical mobile apps for iOS and Android remotely with Unity and C#, under the MVC design pattern.
- 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.
- Constructed the reactive livestreaming website using Typescript, Javascript, HTML, and CSS through Node.JS.

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.

Indie Game Developer, Omiya Games, Troy, NY February 2013 - May 2021

- Building over 30 experimental games, with over 850,000 views and downloads.
- Developing open-source C# Unity packages such as the one-click solution, Multi-Platform Build Settings.
- Constructing tools and frameworks, including sound effects, menus, audio settings, for rapid prototyping.
- Engineering code-generators to automate repetitive coding tasks, including storage of save data.

PROJECTS

Game of Thrones: Conquest, WB Games Boston November 2023 - Present

- Implementing an asset listing tool for reviewing uploaded images and movies for the game's splash screen on an AWS S3 server using Blazor, C#, and SCSS.
- Upgrading existing web tools from this project to a new, unannounced project, such as the uploader for splash screen assets, for the latest stable Blazor and .Net version.

Mortal Kombat: Onslaught, NetherRealm Studio February 2021 - July 2024

- Developed server interfaces for daily login rewards, including Unreal data assets for systems designers to upload named events, and a Vue web interface for live ops to schedule limited-time daily login rewards.
- Constructed server interfaces for time-based regular rewards generator, Gong of Prosperity, including an Unreal data asset with CSV importing capabilities.

SKILLS

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

Development Tools: Unreal 5, Unity, Eclipse, Visual Studio, Maven, Blazor, Node.js, Vue, REST, Git, Perforce, Jira

Developed For: Windows, Mac OSX, Linux, iOS, Android, WebGL, AWS

Foreign Language: Japanese; fluent speaker, working knowledge for reading and writing.

EDUCATION

Rensselaer Polytechnic Institute (RPI), Troy, NY

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