

# Brazen Abelgas

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[brazenabelgas.com](http://brazenabelgas.com) | [github.com/Xzygon](https://github.com/Xzygon)

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## Software Engineer

Strongly self-motivated Software Engineer with 3+ years of experience in the full software development cycle. Equipped with a strong working knowledge of algorithms, data structures, and design patterns and experience with deploying to multiple platforms. Well versed in agile methodology and the usage of accompanying programs including Jira, Confluence, and Trello.

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## Technical Experience

<b>Languages</b>	C#, Java, XML, Swift, SQL
<b>IDEs</b>	Microsoft Visual Studio, Xcode, Eclipse
<b>Databases</b>	Parse, MySQL
<b>Source Control</b>	Git, Svn
<b>Platforms</b>	Windows, IOS, Android, Mac
<b>Project Tools</b>	Jira, Confluence, Github, Trello, Slack
<b>Game Engines</b>	Unity

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## Professional Experience

### Software Engineer – VirBELA – San Diego, CA

6/2019-9/2022

#### Joint Terminal Attack Controller Virtual Trainer (JVT)

- ◆ Developed a virtual-reality training program for current and in-training joint terminal attack controllers (JTAC) in various national and foreign military branches to practice prior to certification tests using the latest cutting-edge mixed-reality headsets, the Varjo XR-1/XR-3.
- ◆ Implemented the interactions for real-world props mimicking various JTAC equipment, built upon the hardware of virtual-reality controllers.
- ◆ Designed and implemented the AI behavior for controlling how ground units, including foot soldiers, tracked vehicles, and wheeled vehicles, move around an environment and interact to user commands.
- ◆ Created various UI tools to allow users to create a simulation environment suitable for their needs, including deploying and controlling allied and enemy ground forces and designating specific locations in airspace for various uses.
- ◆ Built a level of detail (LOD) based navmesh system for ground units to pathfind around terrains and dense urban areas at various complexities to facilitate cheaper navmesh creation overhead and faster level loading.

#### Virbela Intercom App

- ◆ Constructed and maintained a mobile app using Unity for thousands of concurrent users to communicate and interact with each other as well as users in the sister

desktop program, Virbela, a virtual world platform, in a remote work setting.

- ◆ Utilized Teamspeak API and servers to facilitate voice communication between users.
- ◆ Employed the SmartfoxServer SDK to allow mobile users to view webpages and screen-sharing that Virbela desktop users were also viewing or sharing in real-time.
- ◆ Used Core Bluetooth framework APIs for the app to connect to different devices for voice communication on IOS platform.
- ◆ Interfaced with Parse database to retrieve user data and available connection channels and servers relevant to the user.
- ◆ Collaborated with product management, marketing, designers, and web teams to respond quickly to user needs and asks.
- ◆ Responsible for packaging and deploying the app to the Microsoft Play Store and Apple Store.

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## **Education**

**University of California, Merced – Merced, CA**

**12/2018**

Bachelor of Science Degree in Computer Science and Engineering

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## **References**

Available upon request.