

PAUL D QUINONES

PROFILE

Software Engineer that specializes in automation and interactive software development.

SKILLS

C# - Java - HTML - JavaScript - CSS - JSON - XML - SQLite - MySQL
Bing API - Salesforce API - Git - Ansible - RDS - EC2 - Spring Boot
Unity3D - Adobe XD - Photoshop - Processing - Visual Studio Code
Mobile Development - Web Design - Game Development - Game Design

EXPERIENCE

Eyeview Digital, New York – Software Engineer, Automation

DEC 2016 - PRESENT

- Responsible for automation through development, product request guidance, and planning of smaller projects for Client Integration Engineers that has resulted in more efficient workflows for Operations teams.
- Build out databases and reports using Java and MySQL to provide insights to the Client Data and Campaign Management teams that has led to proactive adjustments to improve campaign performance.
- Work with Product and Platform teams on the development of tools to unify internal platforms and the expansion of internal API capabilities.
- Migrated over tools and databases to AWS services that allow for Continuous Integration of apps developed by Client Integration Team.

Eyeview Digital, New York – Client Integration Engineer

OCT 2014 - DEC 2016

- Setup ad campaign shells through internal platform or API that implemented dynamic creative for Campaign Management to target users.
- Created location tools with JAVA and the Bing API that could customize maps and standardize assets for use by Creative team.
- Developed code to pull data from client APIs for use in dynamic ad videos such as real time leaderboard scores from PGA events.

Ziff Davis, New York – Technical Account Manager, Ad Operations

SEP 2013 - SEP 2014

- Built web tools with HTML and JavaScript to assist Ad Operations in completing manual task for running campaigns such as sample page tests.
- Collaborated with development team in creation of test units that allowed the custom ad units to be tested before launch.
- Managed ad campaigns to completion ensuring full delivery goals and campaign performance.

Sony DADC, New York – Onboarding Engineer

MAR 2012 – MAY 2013

- Executed SQL queries to manage the flow of data in backend systems.
- Worked as a technical liaison for content providers to help migrate several partners over to the DDEX specifications.
- Developed tools using C# to streamline the creation of XML files that were used for content distribution through iTunes.

Shadow Keep Studios, New York – Freelance Game Programmer

JAN 2011 – APR 2012

- Developed gameplay from design specifications for the math game Mutton Math that was released on iPhone and Android.
- Worked with designers on development of an unreleased top-down shooter.

XS Games, New York – Senior QA Lead Analyst

APR 2011 – MAR 2012

- Lead a team of testers and developed test plans to be performed by team across 4 titles for the Apple iPhone, Sony PSP, and Nintendo Wii.
- Created daily builds sent from developers to run on debugging hardware.

XS Games, New York – Technical QA Lead Analyst

JUN 2009 – APR 2011

- Lead a small team of testers and liaised with developers to rectify faults on four released titles.
- Tested ten shipped titles to verify they passed technical requirements set for the Nintendo Wii, Nintendo DS, Sony PSP.

XS Games, New York – QA Analyst

APR 2008 – JAN 2009

- Discovered and documented technical faults for five shipped titles on Sony Playstation 2, Nintendo Wii, and Nintendo DS.

EDUCATION

Coursera – Unity Certified Programmer Exam Preparation

FEB 2019

General Assembly – User Experience Design Bootcamp

AUG 2018

Pace University – Computer Science, MS

2009 – White Plains, NY

Manhattanville College – Computer Science + Studio Art, BA

2007 – Purchase, NY

AWARDS

Global Game Jam 2019 Highest APM Award: Decor Hero

Global Game Jam 2010 Best at Location Award: Deceptive Platformer