

FRANCIS JOSEPH SERINA

+63 917 8954484 • francis.serina@gmail.com • www.xeratol.com • github.com/xeratol

SKILLS

Languages: C++ 14, C#
Tools: Unity3D, MS Office, Adobe Creative Cloud, Visual Studio, Xcode, Git
Systems: Windows, macOS

EXPERIENCE

- Software Engineer**, Magic Leap Feb 2018 – May 2019
- Implemented APIs for Unity3D to interface with LuminOS
 - Created Examples on how to use the APIs
- Senior Software Engineer**, Autodesk Inc May 2016 – Feb 2018
- Implemented client-focused features on Autodesk ReCap
- Software Engineering Intern**, Microsoft Research Apr 2015 – Jul 2015
- Simulated Context-Aware Apps
 - Prototyped a Facial Expression Recognition in Unity for Kinect
- Chairperson**, IGDA–Manila Chapter May 2013 – Jul 2014
- Organized the Manila Game Jam (part of the Global Game Jam) with 100 participants
 - Speaker on several occasions on Unity3D and Game Programming
- Technical Experts Panelist**, Technical Education and Skills Development Authority. 2012
- Created the game programming curriculum to be distributed and used by accredited training centers
- Game Developer**, Gameloft Manila May 2011 – Oct 2011
- Worked on AI of GT Racing for Facebook
 - Worked on Game Server of Order and Chaos Online for Facebook
- President**, GraPhiKos Software Solutions, Manila Oct 2010 – Apr 2011
- Modified the Code Igniter PHP framework to suit our client's needs
 - Created a web-based database management tool
- Developer**, Azeus Systems Philippines Limited Oct 2008 – Feb 2009
- Worked on Management Information Systems for a government project

PROJECTS

- Programmer**, Real-time 2D FFT via Compute Shaders in Unity3D Dec 2018
- Running time of 2D FFT on a 16MP image takes 6-9ms on a GTX 1070
- Programmer/Game Designer**, Glow with the Flow Dec 2016
- An abstract physics-based mobile puzzle game
- Technical Director**, Genesis Apr 2016
- Engine Architect and Graphics Programmer for a year long project
- Programmer/Game Designer**, Crazy Bugz June 2015
- Shipped an iOS game with 1.6k downloads
- Programmer/Game Designer**, CholesteRUN Feb 2013
- An entry to the Global Game Jam, won Participant's Choice Award in local jam site
- Programmer/Game Designer**, Elite Electronic Droid Mar 2011
- A logic puzzle game as aof the challenge in the Interscholastic Science Olympiad
- Programmer/Game Designer**, Lasers & Bugs Feb 2011
- An entry to the Global Game Jam which was later improved to be an iOS game

PUBLICATION

- Reservoir: An Alternative Load Balancing Technique for Parallel Ray Tracing.** Apr 2008
- Accepted to present in the Asia Modelling Symposium 2011

EDUCATION

- MS Computer Science**, DigiPen Institute of Technology Apr 2019
- BS Computer Engineering**, University of the Philippines, Diliman Apr 2008