

# Anthony Sokry

Game Programmer

## EXPERIENCE

### QA Test Analyst

#### Tests Assured @ Meta Reality Labs

Sep 2021 - Present

- Navigate VR ecosystems from stable headsets to prototypes
- Install software and flash devices to different build versions
- Pull debugging logs via ADB commands and Python scripts
- Ascertain P0 features of apps through daily sanity & smoke tests
- Record app video and cursor latency data through internal tools
- Notify team of regressed bugs and run regression testing
- Quickly develop test cases and strategies for app behavior
- Provide weekly, detailed performance reports of VR apps
- Transition research products to dogfooding level for playtesting
- Provide troubleshooting and technical support
- Expand upon internal wikis with project overview, processes, point of contacts, and technical solutions
- Prepare mixed reality experience demonstrations for executives & investors

### Document Control/Quality Control Specialist

#### Golden Altos Corporation

Jun 2021 - Dec 2021

- Define procedures for the document control process
- Manage identification and revision status, approval requirements, document legibility, and maintenance of records
- Handle revision, obsolescence, and origination of controlled procedures & specifications
- Performed 25+ document revisions using Microsoft Word & Excel along with DocuSign & Adobe Acrobat
- Maintain a log of all incoming and outgoing documents
- Observe confidentiality around sensitive information
- Streamline document control by updating software instructions with new key shortcuts and quality of life tricks

### User Experience Intern

#### New Art City

Dec 2020 - Apr 2021

- Discussed accessibility requirements for New Art City(NAC) virtual exhibition platform
- Documented accessibility features on google excel spreadsheet
- Drafted and finalized accessibility document following Voluntary Product Accessibility standards
- Ideated and designed virtual festival area for 2021 anniversary
- Designed and built 3D model of central hub building
- Implemented art assets and promotional material for NAC Festival 2021
- Designed and built 3D model of central hub building

## EDUCATION

### BFA Digital Media Arts & Minor in Computer Science

San Jose State University, Dec 2020

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## SKILLS

- Unity, C#, VR, AR
- HTML, CSS, JavaScript, React.js
- P5.js, A-Frame, AR.js, Three.js
- Git, GitHub, VS Code
- Command Line, Shell Scripting, ADB
- Autonomy & Micromanagement
- Troubleshooting & Debugging
- Quick Learner

## PROJECTS

### Manascape

[mrpergerson.itch.io/manascape](https://mrpergerson.itch.io/manascape)

- Submission for Game Maker's Toolkit Game Jam 2022
- Developed 2D action game within 3 days while working remotely
- 100+ views and 40+ downloads
- Architect Gameplay and UI scripts in C# following OOP design
- Coded player movement, health bar, and mana/portal system
- Streamlined scene management system via object organization
- Programmed scripts using Unity Events and Singleton patterns
- Set up UI system using Unity Canvas and UI components
- Managed version control through Git and Github pipeline

### Goodbye Sunny

[mrpergerson.itch.io/goodbye-sunny](https://mrpergerson.itch.io/goodbye-sunny)

- Developed Top-Down game in Unity 3D
- Dying MMO Game Jam submission
- Attended daily scrum meetings with team of 6 for 2 and half weeks through Discord
- Monitored version control through Git and Github pipeline
- 250+ views and 70+ downloads
- Authored 10 C# scripts and designed UI scene to be overlay main scenes
- Simulated MMO chatting experience
- Architect dialogue and UI system using Object Oriented Programming
- Created scripts for reading static Inky files in Unity
- Designed scalable chat box and player UI to respond to screen resolutions
- Incorporated singleton design pattern into manager scripts