

# Harvey Benneth Dormido Limbo

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## PROJECTS

### [Unity Splines Plugin](#) | Game Tools Programmer

- Authored a Spline Tool Plugin for Unity 2017 by inheriting from the UnityEditor.Editor class to provide common Spline Operations for adding, removing, editing, and clearing points.
- Implemented Custom Scene View Handles and Contextual Mouse Cursors via OnSceneGUI to provide real-time visual feedback for designer workflows.
- Add support for undo/redo operations within the custom inspector by capturing operations using the UnityEditor.Undo API which keeps track of a history of all the spline operations a designer pressed.
- Leveraged the Hermite Curve Parametric Formula to generate C1 continuous paths, providing smooth interpolation for AI NavMesh Agents moving along the curve; enabled dynamic curvature control by supporting arbitrary intermediate points, allowing designers to tune path tension and continuity for AI navigation.

### [Project Ace](#) | Game Programmer

- Independently developed a server authoritative online multiplayer game in Unity up to 4 players inspired by card games like Uno. The networking library used was Mirror.
- Deployed 1 Game Server on a linux machine using Digital Ocean on the US West Server where a friend from Korea was able to play with a full lobby with no major issues reported.

## PROFESSIONAL EXPERIENCE

### Amazon Ring | Software Development Engineer II | Irvine, CA | June 2024 – Oct 2024

- Optimized the developer feedback loop by integrating [Delve](#) CLI to debug a backend service written in Go; it eliminated a 60-minute deployment bottleneck per iteration, enabling real-time state inspection and rapid bug resolution in a local environment.
- Spearheaded the technical documentation for two primary backend services to bridge knowledge gaps; authored comprehensive onboarding guides that enabled seamless cross-team knowledge transfer and local environment parity for senior engineering staff.
- Collaborated with a team of 6 engineers to resolve a multi-day Java production regression; bypassed high-overhead development cycles by extracting and verifying parsing logic in an isolated environment, providing the validated fix that restored the service.

### Software Engineer | MEDL Mobile | Irvine, CA | Feb 2020 – May 2024

- Migrate a subset of features of a pre-existing React Native app to a React Web App using React Hooks.
- Assisted in the launch of a new iOS payment app where I was responsible for writing custom NodeJS backend using ExpressJS, MongoDB, and Stripe SDK. I worked on this project for approximately 6 months.
- Maintain a Legacy Monolithic ExpressJS backend that contains approximately 90+ MySQL tables by adding new features/enhancements, providing bug fixes, code reviews, and being the SME for other developers onboarding onto the project.

### Unity Software Engineer | Gambliit Gaming | Glendale, CA | Oct 2019 – Dec 2019

- Integrated three third-party games such as Into the Dead for [Gambliit's TriStation](#) using Unity C#.
- Implemented Game UI updates using NGUI, UGUI, and based for high traffic casinos adhering to QA and gambling legal requirements.

### QA Automation Engineer | AutoGravity | Irvine, CA | Jan 2018 – Oct 2019

- Created a JavaScript test framework using NodeJS (Mocha and Chai) and migrated legacy code. This reduced test automation time from 8 hours to 45 minutes.
- Managed 30+ automated test jobs written in Ruby using RSpec framework through Jenkins and reported microservice integration bugs to backend developers.
- Mentored team members using internal test tools to validate responses received from third party APIs.

## EDUCATION

- **Bachelor's of Computer Science**, University of California, Irvine
- **Associate's Degree in Computer Languages**, Irvine Valley College

## SKILLS

C++, C#, Python, JavaScript, TypeScript, Java, C, Go, Unity, Godot, Singleton, Observer, Dependency Injection, React, Redux, ExpressJS, NodeJS, Cinemachine, RigidBody, MonoBehaviour, TMPro, UI Toolkit, Mirror, Unity, SDL2, Visual Studio, IntelliJ, Git, JSON, Jira, AWS, Webstorm, Stripe SDK, Spring Framework, JDBC, Docker, Swagger, Cypress