

Eric Remigino

Passionate Leadership in Back-End Development

Columbia, South Carolina

As Co-Founder/Co-Owner

Co-Owner & Programmer — Little Arms Studios, *Northern Virginia*

December 2016 - Present

Business Side:

- I handle quality control for all of our products, ensuring that all services are performing as intended.
- I handle all client communication relating to regulatory compliance, technical related client expenses, and security.
- I help design the project scheduling, timeline development, and sprint creation of all ongoing contracts.

Programming Side:

- I architect systems and engineer back-end solutions on Amazon Web Services for their flagship product Zephyr.
- I co-wrote and support the Little Arms Launcher, which was built using Electron.
- I was the architect and engineer of the back-end for GEARS and ensured it was HIPPA and GDPR compliant.

COO & Programmer — Fractal, *Washington D.C.*

January 2016 - December 2016

Business Side:

- I co-founded Fractal with Matthew Czarnek and Iban Eguia and wrote the corporate profile and other business documents.
- I worked to secure funding from independent investors and maintained an active role in budgeting and bookkeeping.

Programming Side:

- I programmed a REST API in Rust using Iron and Hyper.
- I programmed a Rust database module which communicated to a Redis database.

CEO & Programmer — Bruxe Studios, *Alexandria*

March 2013 - December 2015

Business Side:

- I presented projects and secured funding from independent investors and from corporate contracts.
- I handled payroll, human resources, and employee management for all ten of my coworkers.

Programming Side:

- My responsibilities were programming in Unity3d C# the player controller for inputs and interactions for the games we designed.

Technical Skills

Assoc. AWS Solutions Architect

Game Design

Web Development

Software Engineering

API Architecture

Programming Languages

JavaScript- 5+ years

C#- 6+ years

Rust - 2+ years

C++ - 1+ years

HTML/CSS - 10+ years

Business Skills

Sales & Fundraising

Startup Management

Operations Management

Human Resources

Tool Proficiency

Unity - 6+ years

Firebase- 1+ year

Electron- 2+ years

AWS - 5+ years

Google Cloud - 1+ year

Redis - 4+ years

MySQL - 10 + years

Git - 5+ years

Projects

GIFR Contract — Little Arms Studios, *Northern Virginia*

Project Details: The Global Institute of Forensic Research (GIFR) contracted Little Arms Studios to develop an Electronic Assessment & Report System (GEARS). GEARS contains a collection of assessment tools such as the Static-99R which can be used with the app or online to assess patients.

My Role: I was the primary systems architect and backend- engineer for a highly available, fault tolerant web application.

Zephyr — Little Arms Studios, *Northern Virginia*

Project Details: Zephyr is a drone simulation program that Little Arms developed in order to train people how to fly drones safely.

My Role: I wrote the C# client which interfaced with the back end API, hosted on Amazon Web Services that I architected in Node.JS. The primary purpose of the API was to track drone scenarios and user data.

IVIS — Little Arms Studios, *Northern Virginia*

Project Details: Firefighter simulator used to train firefighters on various training scenarios.

My Role: I architected backend solutions and client code to handle data tracking and storage of ran scenarios.

Fractal — Fractal, *Washington D.C.*

Project Details: Fractal (now Frink) is creating a digital currency called FRINKS, designed to be evenly distributed among its users. It's primary goal was to use its currency in a sybil detection algorithm to solve identity verification issues prevalent in the crypto currency world.

My Role: Using Redis and Rust, I contributed to the development of the REST api (server and client) as well as the website.

Beard — Bruxe Studios, *Alexandria*

Project Details: Beard is a 2D platforming adventure game developed by Bruxe Studios. The game utilizes procedural generation to create original terrain and landmark positions.

My Role: I worked on developing in C# and Unity3d. I programmed the player controls, interactions, camera system, and item system.

FPS Russia — Zaah on Campus, *George Mason University*

Project Details: While working with Zaah on Campus my team was tasked with revisions for FPS Russia, a C# and Unity 3D mobile game.

My Role: I acted as the lead programmer and helped patch and fix code in C# and Unity 3D.

Techno Kitten Adventure — Zaah on Campus, *George Mason University*

Project Details: While working with Zaah on Campus my team was tasked with fixing Techno Kitten Adventure (TKA) and developing an Android version of the game. TKA has over 500,000 downloads and an average 4 star rating.

My Role: I helped optimize and write code in C# and Unity 3D for both iOS and Android.