Justin Gent - *Software Developer*

[Portfolio](#) | [Recommendations](#) | [GitHub](#) | [LinkedIn](#) | Email: justinbgent@gmail.com

Focused Experience

UNITY DEVELOPER - CONTRACTOR | SUPER MEGALITH CO. | PART-TIME | 12/2023 – 6/2025

· Fully built Fall'n Fly from the ground up in roughly 450 hours and released it on both app stores.
· Store releases: [Play Store](#) | [App Store](#)
· Took visual and written feature descriptions bringing them to life in Unity.

GAME DEVELOPER | EDGELINE GAMES | PERSONAL PROJECT | 03/2021 – PRESENT

· Networked multiplayer in Astrodawn and programmed all of its game mechanics. [View gameplay](#).
· Created smooth client-side prediction with latencies of up to 80ms via interpolation and extrapolation.
· Implemented lag compensation techniques to achieve reactive player inputs on the client simulation.
· Built server authoritative gameplay and handled UDP's unarrived, out of order, and late packets.
· Smoothly networked flight, missiles, grapple, warp, death, respawn, two game modes, and more.
· Successfully deployed and hosted a game server on Unity's Game Server Hosting service.

ANDROID DEVELOPER | REKOR SYSTEMS | FULL-TIME | 10/2020 – 3/2023

· Resolved memory leak in JNI implementation, boosting Image Analyzer processing from 1 FPS to 15+ FPS, enhancing real-time license plate recognition.
· Programmed downloading and uploading sizable files and lists via foreground services.
· Connected numerous backend REST APIs to apps with Retrofit.
· Built [Rekor Blue](#) up from its infancy to multi-regional releases on the Google Play Store.
· Used JNI to interact with a machine learning library built to recognize license plates.
· Released and managed production and alpha release builds on the Google Play Store.
· Recognized by the QA team for rapid response and high-quality feature delivery.
· Participated in many cross functional team meetings to deliberate design choices and user experience.
· Great team experience building features, debugging, code reviewing, and planning sprints. Manager [recommendation](#).

Other Experience

FIBER INSTALL TECH | ALL WEST COMMUNICATIONS | FULL-TIME | 09/2024 – 09/2025

· Adept troubleshooting—fixing issues with computers, equipment, and software setups.

Education

ANDROID DEVELOPMENT | 08/2019 – 05/2020 | BLOOM INSTITUTE OF TECHNOLOGY

· Computer Science principles (Big-O, Data Structures, Algorithms, Graphs, Computer Architecture).
· Made a Java Spring backend with CRUD functionality and built an Android app as its front-end interface.
· Different from a traditional bachelor's degree, yet a comparable outcome. The [certificate](#).

Technical Skills

JavaScript | HTML | CSS | Git | Unity | C# | Agile | JSON | Android Studio | Kotlin | Java | Kotlin Coroutines | Mvvm | Unit Tests | Godot | MonoGame | UDP | VSCode | Cursor | Firebase Crashlytics & Analytics