

Quincy Stokes

805-757-1416 | quincy.f.stokes@gmail.com | Website | LinkedIn | Github

EDUCATION

University of California, Irvine

Irvine, California

Bachelor of Science in Software Engineering

EXPERIENCE

Shoutcasting Manager

July 2023 – July 2025

UCI Esports

Irvine, CA

- Organized livestreams for 38 weeks per year, scheduling on-air talent, managing different needs and time-frames, resulting in an average of 60 viewers per stream.
- Developed members of the broadcast by hosting weekly workshops targeting individual areas of improvement to amplify the team's cohesion and synergy, and coached them to hit personalized goals based on VOD review.
- Recruited and trained incoming casters, holding interviews and assessing talents, resulting in a diverse and qualified broadcast team.
- Utilized each team member's expertise to efficiently form pairs, delivering the best quality possible for livestreams.

PROJECTS

GEODE | Steam | *Unity, C#, NGO*

May 2024 - Present

- Delivered a stable multiplayer system for up to 12 players, maintaining seamless real-time connectivity by integrating Unity's Netcode for GameObjects and peer-to-peer networking.
- Revamped 100% of GEODE's code architecture, increasing scalability significantly, by planning robust OOP class hierarchies and implementing SOLID design principles.
- Reduced development cycle time by 20%, tracked through weekly sprints by allocating two weeks to pre-coding research on Unity architecture, design patterns, and class structure planning

MindCycle Researcher & Developer | *#, Unity, Agile, AB Testing, Firebase*

January 2025 – Present

- Reconstructed a mobile application for a stakeholder to game-ify a research tool used for gathering data about children's sleep cycles, resulting in a data validity increase of 19%.
- Conducted AB Testing cycles to compare new gamified data to old data, analyzing results and constructing performance graphs in R to be delivered and reviewed by partner.
- Collaborated closely with a stakeholder in weekly meetings to understand design requirements, constraints, and desires, resulting in a efficient, successful project.
- Ensured a healthy and productive project timeline using Jira and Figma by assigning tasks and deadlines to team members, resulting in a 2nd place finish in UC Irvine's 2025 ICS Project Expo, and a cash prize.

To-Do List Discord Bot | *Python, Discord.py, SQLite, Render, Flask*

August 2025

- Accomplished collaborative task management by developing a feature-rich Discord bot with interactive UI components and persistent storage, which enabled teams to create, manage, and share todo lists directly within their Discord servers with real-time updates.
- Ensured system reliability by implementing comprehensive error handling, automated testing suites, and persistent storage with database fallback systems, resulting in 99.9% uptime on Render cloud platform.
- Optimized development workflow by establishing modular code architecture with separate concerns for bot logic, data management, and configuration, which facilitated rapid feature development and simplified maintenance across the entire codebase.

TECHNICAL SKILLS

Languages: C#, C++, Python, JavaScript, PHP, HTML/CSS, R, MIPS

Developer Tools: Git, VS Code, Cursor IDE, Unity, Visual Studio, PyCharm, IntelliJ, Eclipse, Jira

Libraries: Bootstrap, OpenAI

Frameworks: Flask