

Abraham Rubio

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EDUCATION

Bloomfield College, *Bachelor of Science in Computer Science & Game Programming*

GPA: 3.69, Anticipated Graduation: May 2025

Relevant Courses

Java Object Oriented Programming, Web Programming, Data Structures & Algorithms, Game Programming

SKILLS & CERTIFICATIONS

Skills: Leadership, Effective Communication, Programming Language Knowledge, Time Management, Collaborative, Observant, Organized, Creative, Computer and Technology, Great Communicator, Office Suite, Presentation Skills

Programming: Java, C#, Python, HTML, CSS, Javascript, ReactJS

Tools: Unity3D, Plastic SCM, Construct 3, Git, VSCode, IntelliJ, Rider, Photoshop

CodePath Course Certifications: Mobile App Development (2022), CodePath Interview Prep (2022)

EXPERIENCE

Founder, President | Bloomfield College - Game Development Club

Sept. 2022 – Present

- Lead on-campus club operations and activities dedicated to teaching others about video game production
- Recruit new members through on-campus flyer campaigns and communicate with student government leaders to ensure club success
- Delegate tasks and ensure the club officer's understand their responsibilities in efforts to motivate members to fulfill their expected duties and task
- Facilitate weekly discussions on the player experience after playing popular video game titles
- Teach members who have a wide range of skill sets how to approach implementing game mechanics in Construct 3 and Unity3D

Computer Science Tutor | Bloomfield College

Sept. 2022 – Dec.2022

- Tutored computer science students, in various college-level programming materials, including Java and C#, covering logic and different programming methodologies and approaches to debugging code

Lead Robotics Engineer | Donald M. Payne School of Technology - Robotics Club

Sept. 2016 – June 2020

- Engineered robots within a team of 10 to compete in the FIRST Tech Challenge competition yearly
- Designed and implemented autonomous code in Java to score points during the competition

Performed tests on robotic systems and troubleshoot any diagnostic issues

SOFTWARE PROJECTS

School Hub (Android App) - Lead Android Developer | Team of 4

[GitHub](#)

- Developed an Android application using Java and XML that allows users to subscribe to clubs and organizations on campus to receive updates about upcoming events as lead developer in a cross-functional team
- Assessed the project weekly to ensure all GitHub milestones were incorporated into the final product
- Integrated campus RSS feed allowing users to view campus news effortlessly by reading the raw RSS feed from the school website and parsing the data for the end user
- Incorporated authentication and a database by using Back4App as our backend to allow users to access their profiles securely

SOFTWARE PROJECTS

Gold Rush (Web Video Game) - **Game Developer** | Team of 3

[View Project](#) | [GitHub](#)

- Produced a game in 2 months as a lead game developer in a multidisciplinary team of 3 people
- Utilized Unity to implement cutscenes, player movement, collectibles, and other scripts using third-party plugins
Designed and programmed the user interface functionality throughout the game using C#
- Collected data from playtesters by observing them as they played and interviewed them afterward to improve gameplay through multiple iterations

Gem Hunter (Web Video Game) - **Game Developer** | Team of 1

[View Project](#) | [GitHub](#)

- Developed a game prototype by drawing out the initial concept and levels; translated prototype into efficient and robust code
- Utilized Unity to implement cutscenes, player movement, collectibles, and other scripts using third-party plugins
- Designed and programmed the user interface functionality throughout the game using C#
- Collected data from playtesters by observing them as they played and interviewed them afterward to improve gameplay through multiple iterations