

ANGEL MARTIN PALOMARES

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Professional Experience

Gamucatex, Remote

10/23-Present

Lead Software Engineer

- Implemented a save system for the WebGL version of the game. Users could save, rename, and delete decks.
- Implemented features for online multiplayer, including matchmaking, lobby creation, and customization options.
- Organized weekly meetings for developers and utilized Trello to allocate tasks to team members.

Code Wiz Cypress, Houston, TX

07/23-10/23

Software Engineering Tutor

- Instructed students in utilizing Unity and guided them in gaining proficiency in programming concepts.
- Adapted lesson plans to align more effectively with the diverse learning styles of students.
- Taught classes such as Python, JavaScript, and Lua

Drexel University, Philadelphia, PA

09/22 – 07/23

Graduate Teaching Assistantship

- Assisted students with proper UI/UX in Unity.
- Assisted students with animation in Unity.
- Assisted students with developing proper Quality Assurance skills.

TwinRayj Studios, Remote

12/21 – 09/22

Software Engineer

- Worked on finding and eliminating bugs from their games.
- Created and maintained designed documentation.
- Finished programming the game “Passport Bingo” before concluding my internship.

Ssepsa, LLC, Houston, TX

12/18 - 09/22

Software Developer

- Crafted and fine-tuned applications using C++, C#, and Unity. Translated design requirements into software solutions.
- Managed software projects end-to-end, ensuring timely delivery and quality.
- Guided a team of developers, championing coding standards and software excellence.

Skills

C++, C#, Python, JavaScript.

Unity Engine, Godot Engine, Unreal Engine.

Education

Drexel University, Philadelphia, PA

June 2023

Master of Science in Digital Media

GPA: 3.87

University of Houston Victoria, Houston, TX

May 2020

Bachelor of Science in Digital Gaming and Simulation

GPA:3.23