ANGEL MARTIN PALOMARES

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Professional Experience

Gamucatex, Remote   10/23-Present
Lead Software Engineer

- Designed and implemented the save system, enabling players to save, rename, and delete decks and adjust audio settings.
- Enhanced the game with online multiplayer functionalities, including matchmaking, lobby creation, and customization features, utilizing Photon and Playfab.
- Organized and spearheaded weekly development team meetings, leveraging Trello for streamlined task allocation and project tracking among members.

Code Wiz Cypress, Houston, TX   07/23-10/23
Software Engineering Tutor

- Provided instruction to students in Unity, helping them to develop a strong understanding of programming principles.
- Tailored lesson plans to suit the varied learning styles of students better.
- Delivered educational sessions in programming languages, including Python, JavaScript, and Lua.

Drexel University, Philadelphia, PA   09/22 – 07/23
Graduate Teaching Assistantship

- Guided students on practical UI/UX design principles within Unity.
- Supported student learning in Unity animation techniques.
- Helped students develop and enhance their Quality Assurance skills.

TwinRayj Studios, Remote   12/21 – 09/22
Software Engineer

- Focused on identifying and resolving bugs in various games.
- Created and updated design documentation.
- Developed a touch-based interaction system for the world map.

Ssepsa, LLC, Houston, TX   12/18 - 09/22
Lead Software Engineer

- Developed and refined applications utilizing C++, C#, and Unity, effectively translating design specifications into functional software solutions.
- Oversaw complete software project lifecycles, guaranteeing prompt delivery while maintaining high-quality standards.
- Led a team of developers, promoting adherence to coding standards and a commitment to software excellence.

Skills

Programming Languages: C++, C#, Python, JavaScript.
Game Development Tools: Unity, Godot, Unreal, Visual Studio, Git, Photon, Microsoft Azure, Trello, Jira, Slack.
Professional Skills: Leadership, Problem Solver, Coaching, Development, Project Management, Team Collaboration.

Education

Drexel University, Philadelphia, PA   07/23
Master of Science in Digital Media   GPA:3.87

University of Houston Victoria, Houston, TX   05/20
Bachelor of Science in Digital Gaming and Simulation   GPA:3.23