

# ANGEL MARTIN PALOMARES

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## Professional Experience

### **Gamucatex, Remote**

10/23-Present

#### *Lead Software Engineer*

- Developed and integrated a C#-based save system for the WebGL version, allowing players to save, rename, and delete decks and store audio settings, resolving prior limitations in deck saving.
- Enhanced the game with online multiplayer functionalities, including matchmaking, lobby creation, and customization features, utilizing Photon. Also established a filtering system to block profanity in player-generated lobbies.
- Organized and led weekly development team meetings, leveraging Trello for efficient task allocation among team 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.
- Completed programming for the game “Passport Bingo” before the end of my internship.

### **Ssepsa, LLC, Houston, TX**

12/18 - 09/22

#### *Software Developer*

- 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 standards of quality.
- 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 Engine, Godot Engine, Unreal Engine.

Professional Skills: Leadership, Problem Solver, Coaching and Development.

## 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