ANGEL MARTIN PALOMARES

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Professional Summary

Experienced Software Engineer and Game Developer with over 5 years specializing in AR and VR technologies. Proficient in C++, C#, Unity, and Unreal Engine. Strong leadership in project management, team collaboration, and adherence to coding standards. Passionate about delivering innovative AR/VR software solutions..

Professional Experience

Gamucatex, Remote   10/23-04/24
Lead Software Engineer
- Developed an advanced save system allowing players to efficiently manage, rename, and delete their decks, with options to customize audio settings.
- Improved the gaming experience by integrating robust online multiplayer capabilities, including matchmaking, lobby creation, and extensive customization options through Photon and Playfab.
- Demonstrated leadership in a Scrum environment by organizing weekly development meetings, overseeing code reviews, and using Trello for effective task management and project tracking, ensuring optimal team collaboration and progress monitoring.

Code Wiz Cypress, Houston, TX   07/23-10/23
Software Engineering Tutor
- Taught Unity to students, fostering a solid grasp of programming principles.
- Customized lesson plans to accommodate diverse learning styles.
- Conducted educational sessions in programming languages such as Python, JavaScript, and Lua.

Drexel University, Philadelphia, PA   09/22-07/23
Graduate Teaching Assistantship
- Instructed students in practical UI/UX design principles using Unity.
- Enhanced student learning in Unity animation techniques.
- Assisted students in developing and improving their Quality Assurance skills.

TwinRayj Studios, Remote   12/21- 09/22
Software Engineer
- Concentrated on identifying and fixing bugs across multiple games, ensuring smoother gameplay.
- Crafted and regularly updated design documentation to keep project guidelines clear and accessible.
- Developed an intuitive touch-based interaction system for navigating the world map.

Ssepsa, LLC, Houston, TX   12/18-06/22
Lead Software Engineer
- Developed and refined applications using C++, C#, and Unity, expertly transforming design specifications into functional software solutions.
- Managed entire software project lifecycles, ensuring timely delivery and high-quality standards, while employing Scrum methodologies.
- Led a team of developers, fostering 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, Vr/Ar.
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 Computer Science   GPA:3.23