

# ANGEL MARTIN PALOMARES

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## Professional Summary

Accomplished Software Engineer and Game Developer with 5+ years of experience. Proficient in C++, C#, Python, JavaScript, Unity, Godot, and Unreal. Strong leadership skills in project management, team collaboration, and coding standards. Committed to delivering innovative and engaging 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 - 09/22

#### 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.

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