ANGEL MARTIN PALOMARES

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Professional Experience

Gamucatex, Remote   10/23-Present
Lead Software Engineer
- I introduced a C#-based save system in the WebGL version, enabling users to save, rename, and delete decks and store audio values, addressing the previous inability of players to save their decks.
- I incorporated online multiplayer features, such as matchmaking, lobby creation, and customization options, using Photon, and implemented a filter system to prevent curse words in player-created lobbies within the game.
- Scheduled weekly developer meetings and employed Trello to assign tasks effectively among 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 students' diverse learning styles.
- 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.
Leadership, Problem Solver, Coaching and Development.

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