Arturo Moran Cardenas

Programmer

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I enjoy building things, that's why I found interest in programming. My objective is to work on projects i love and enjoy.

PROJECTS

November 2016 - March 2017
PARAGONS OF THE PRISM | Team size: 5 | Language: C#
Paragons of the Prism is a 3D, local multiplayer, 2 to 4 players, sports battle arena where players try to defeat the enemy crystal while protecting their own. Some of the things I did in this project were:

- **Analytics** | record data from the game and upload to a web server.
- **Analytics Web Client** | load and visualize the data recorded in the game.
- **UI** | Main menu, Lobby, options screens
- **Gameplay** | base projectile and player movement

August 2015 - November 2015
SCHOOL PARTY | Team size: 4 | Language: JavaScript, Kiwi.js
Github: github.com/Armolp/school-party/tree/mainMenu
School Party is an educational, single player side scroller game for web browsers. The game was made for video game development class at ITESM and was made using the framework kiwi.js. Some of the things I did in this project were:

- **Gameplay |** lobby and sidescroller bits of the game
- **Maze minigame** | player has to get the correct answer to the question in a maze
- **Timeline minigame** | sort the cards in order to win
- **Procedurally Generated Maze** | By using quad trees and tree traversal techniques

HTML5 Canvas Experiments | Solo Project | Language: Javascript
Codepen: codepen.io/Armolp
A collection of canvas simulations hosted in codepen.io. Some include this topics:

- **Maze generation** | like in school party project
- **User Interaction** | Mouse movements, clicks
- **Recursion** | Drawing Fractals

EDUCATION

July 2016 - June 2017
VFS | Programming for video games, web and mobile
Intensive one year course where we touched 8+ languages

August 2013 - Dec 2017 (foreseen)
ITESM | Computer Science
Computer Science degree in Mexican University

SKILLS

C#
C++
JavaScript
HTML/CSS
PHP
Python

TOOLS

Unity
Perforce
Git
Google App Engine

LANGUAGES

English
Spanish

AWARDS

1st place UANL robotics team tournament Aug 2012

PASSIONS

Video Games
Procedural Generation
Graphics programming
Math and Physics