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| JOSE ALVAREZ  Del Rio TX, 78840  202 E Adobe St · (830) 309-8963  [Jose.alv97@gmail.com](mailto:Jose.alv97@gmail.com)  [GitHub](https://github.com/Astros257) [Portfolio](https://astros257.github.io/Jose-Alvarez/) |
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# Education

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| Bachelor OF SCIENCE in Computer science December 2019University of HOuston-Victoria, Victoria Tx, 77901  * Concentration: Digital Gaming * Specialized in programming, game logic and game engine (Unreal Engine and Unity). |

# Skills

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| * Programming Languages: C++, C# * Microsoft Visual Studios, Unreal Engine, Unity | * Languages: English and Spanish * Self-Motivated * Teamwork * Problem Solving |

# Projects

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| Night of the NinjaUniversity of HOuston-Victoria, Victoria Tx, 77901 This was my second game developed with a team, we used small free assets from the Unreal Engine store to create our enemy AI and we built our level from scratch with custom assets made in blender along with our character who is a ninja trying to save his village from an invasion of wukongs from paragon and the boss being a huge robot waiting at the top of the hill who is also from paragon. I was the team leader and lead programmer, we had a level designer and a 3d modeler who built our character and some other useable objects in the level.  The link below is a downloadable copy of the source code and the game  [Night of the Ninja](https://drive.google.com/open?id=1OaZ827Cz0bV9xM0xwSFIHybsd1uQWWlF) TicTacToe Created a puzzle game in UE4 using C++ and & Blueprints. My main focus with this game was to reintroduce UE4 to myself and learn how to implement code in the engine with blueprints. What I learned from this was how to spawn actors, how to have multiple classes interacting with each other and how to use a UI in ue4 to output the game result. I Developed this game alone except for the music which was provided by a friend of mine.  [Play Game](https://drive.google.com/file/d/131q4GZYMM0QzxHdYwUG0c1FkifdOsiUO/view)  [View Code](https://github.com/Astros257/TicTacToe) |

# Experience

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| Student worker August 2017 – May 2019University of HOuston-victoria: Buisness  * Work with excel and word * Organize and create contracts for various departments * Send out contracts for signature and sort contracts by department * Deliver and sort mail for various departments. * Package boxes to get sent out for LSO, UPS, or FEDEX * Help students obtain a parking permit * Log in shipping reports |

# Activities

* UHV Roar Leadership seminar
* Learned different techniques on how to improves one’s leadership skills
* Met with different speakers and that talked about various topics on leadership in a work area
* Participated in activities that would help our teamwork skills
* Learned about how important teamwork is on the job
* Talked about what everyone wanted to do after they graduated college
* Develop personal games on free time
* Passion for extending knowledge of different programming techniques for better efficiency
* Create small applications on Microsoft Visual Studios