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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/) |

# 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#, Javascript, HTML, CSS. * Microsoft Visual Studios, Unreal Engine, Unity, Hyper-terminal. * GIT | * Languages: English and Spanish * Self-Motivated * Teamwork * Problem Solving |

# Projects

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| Dino RUn Created this game as a copy of the famous chrome Dino Run game when your internet goes out. I used this game to learn more about unreal Engine 4 and to see what I must still learn to make myself more proficient using the engine. This game is basically an endless runner type of game where you can go forever until you lose.   * Taught me how to spawn objects randomly in different positions. * How to spawn platforms then delete them when out of view to save resources * Refresher of UE4 and using C++ in the engine * Learned how to create menus and setting up a Play and Pause feature * How to create a scoring system, winning and losing state. * How to have our forward movement constant and only have control of the jump action   [Source Code](https://github.com/Astros257/DINO-Run-Game) [Play in Browser](https://astros257.itch.io/dino-run) 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 |
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| Contact Tracer August 2020 – currentcity of del rio: Health department  * Work with excel and word * Contact patients that have been affected by COVID-19 * Daily Routine of checking on Patients * Assisted patients with any issues they might have * Fixed issues with other co-workers’ computers or software * Kept Patients information confidential * Kept calls professional and adapted to the patients tone of voice to either calm them down or reassure them to gather important information. * Delivered PPE to patients * Located hotspots around my city |
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# 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