Javier Ramirez
Software Developer

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SKILLS
- C++, C#, JavaScript, HTML
- DirectX, Winsock (TCP/UDP), MySQL
- Matrix and Vector Math, Quaternion Math
- Computer and Mobile dev experience
- Leadership Experience (Eagle Scout)

APPLICATIONS
- Unity (2018), Unreal (2019), Visual Studio (2019), Visual Studio Code (2019) Android Studio (2020), Git (2018), Perforce (2020)
- Maya, Adobe Illustrator, Adobe Photoshop, Microsoft Teams, Zoom, Microsoft Office

WORK EXPERIENCE - Proactive Technologies inc.
Oviedo, FL
Dec 2021 – June 2023
Software Engineer I
- Helped to create training simulations as part of a defense contract
- Used Unity game engine, Visual studio, and Azure Devops among other software daily
- Included on projects for the E6b plane and AAG aircraft carrier maintenance
- Gained experience in HTML and Javascript

PROJECT EXPERIENCE
Graphics Projects | DirectX
July 2019 – Present
Graphics Programmer
- Independent Research project where I set up a DirectX11 project learning about specific API types like devices, swap chains, depth stencil, etc.
- HLSL shaders to create effects such as reflections, post processing, and more
- Lighting: Point, Spot, Directional, Dynamic, Ambient
- Use Matrix, Vectors, and Quaternions for orientation of models and lighting
- Skybox was space themed so I could have objects orbit around others and bring the scene to life
- FBX exporting to binary and importing to render models

Scavengers (Unity) – Survival FPS
January 2021 – April 2021
U.I Programmer | Systems Programmer
- Added necessary UI and scripts needed for players stats such as health and ammo
- Designed and Programmed Menu systems with loading screens, settings, and mouse or keyboard navigation
- Programmed, designed, and integrated the game's inventory system with existing

systems. The Inventory system included local and global inventories, save and load functions, and the ability to be cleared upon death of the player.
- Maintained the project's version control using GitHub software
- Wrote and maintained the Game Design Documentation to pitch the game and gave guidance to the project's workflow

EDUCATION

Full Sail University – Bachelor of Science in Game Development (May 2021)
Winter Park, FL
3.0 GPA