ALLAN FLORES

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# GAME DEVELOPER

# SUMMARY

# Versatile game developer proficient in C++, C#, and Java, with experience in Unity, Unreal, and Godot. Skilled in developing interactive experiences using entity-component systems and modern game architecture. Seeking a co-op/internship to create engaging gameplay and continue growing as a developer.

# SKILLS

**Programming:** C#, C++, Javascript, Java

**Engines:** Unity, Unreal, Godot

**Web Development:** HTML, CSS, Bulma, AFrame, Tailwind, NodeJS, MongoDB, SQL, Firebase

**Project Management:** Trello, Github, Notion, Clickup

# WORK EXPERIENCE

**Technical Instructor, iD Tech**

**Jan 2025 - Current**

* Taught students (ages 9+) in computer science through one-on-one remote lessons via Zoom.
* Customized lesson plans to match each student’s experience level, learning pace, and interests, to foster a supportive learning environment to encourage creativity and improve comprehension.

**Web Developer, Xana Adhoc Studios**

**June 2023 - Aug. 2023**

* Co-designed and implemented interactive experiences using A-Frame for a web-based VR project.
* Refactored and optimized JavaScript code, improving site performance and maintainability.
* Collaborated with a team of 7 to enhance website functionality and improve user experience.

# EDUCATION

**Bachelor of Science, Game Design and Development 2024**

**Aug. 2021 - Current**

Rochester Institute of Technology (RIT)

3.97 GPA

* Minor Web Development 2024
* Minor Digital Literatures and Comparative Media 2024

**Associate of Arts 2021​**

**Aug. 2019​ - June 2021​**

Central Piedmont Community College (CPCC)

4.0 GPA

# PROJECTS

[**Wordy Absurdity**](https://wordy-absurdity-2ff5c8ae2f6c.herokuapp.com/)

**Mar. 2024 - May 2024**

A React-based scrabble-style multiplayer game, utilizing Redis and MongoDB for user authentication.

* Designed and deployed the platform on Heroku, optimizing for scalability and responsiveness.
* Styled the UI using Tailwind, ensuring a clean and user-friendly design.

[**The Harbinger**](https://github.com/Sam-Haile/The-Harbinger)

**Sept. 2024 - Dec. 2024**

A prototype for a 3D single-player psychological horror game in Unity.

* Designed and implemented UI systems for multi-platform support.
* Developed core gameplay interactions, including object and inventory systems.