

Camilo Espinosa Millan

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Resume Summary:

Experienced programmer with 80+ hours of online course work on game development and a bachelor's degree in computer science. I'm capable of developing, testing, debugging, and updating gameplay systems to improve user experience, in addition to adding new features to large code bases. I've worked with Unreal Engine 4-5 to create multiplayer and VR games/simulations.

Professional Experience:

Visual Purple, Boise, ID

Unreal Engine Gameplay Programmer

September 7, 2021 – Present

- Maintain and develop a government training VR simulation.
- Maintain older simulation projects using industry standard tools such as Perforce and G-Suite.
- Developed interactable objects for a VR game/simulation of the Apollo Lunar Module.
- Implementing UI/AI for a game currently in development.
- I was responsible for publishing the game '*Lunar Odyssey*' on steam and manage build updates using the SteamSDK tool.

Technology Summary:

- Programming: Java, C, C++ .
- Software: G-Suite, MS office suit, Unreal Engine 4/5, Visual Studio, Perforce.
- Systems: Windows, Apple.

Education:

Central Connecticut State University

New Britain, CT

Major: Computer Science

February 2018-December 2020

Minor: Cybersecurity Technology

Related Courses:

- **Advanced Algorithms:** Design and analysis of algorithms such as amortized analysis, linear programming, randomized algorithms and more.
- **Computer Science I, II, III:** Concepts of computer programming with an object-oriented language (OOP) with an emphasis on analysis and design. Inheritance, polymorphism, interfaces using java.
- **Data & File Structures:** Concepts and techniques for structing and manipulating data.
- **Ethical Hacking and Penetration Testing:** Awareness of security related issues and the essential skills needed to implement and maintain security in networks.

Personal Projects:

- **3D Asteroid Arcade Game:** Based on the classic Asteroids arcade game, I re-created this game using 3D-assetss and C++.
- **Third Person Shooting Game:** Developed a third person game in Unreal Engine using advanced topics such as: 1D/2D blendspaces, Strafing, Aim offsets, IK, Curves, blending animations, dynamic crosshair spread, retargeting animations, animation notifies, enemy AI, Dynamic footsteps that spawn different sounds and particle systems depending on the surface type, light baking and post process-effects, and more.