David Adrian Flores   **Southern Methodist University, Dallas**
adriand632@gmail.com   **SMU Guildhall**
817-938-7586   **Master's in Interactive Technology: Software Development**
                                      Portfolio: https://davidaflores.github.io/

Aspirations:

To join the Gaming industry and make my mark as a software developer and game designer, creating intricate systems, making entertaining games, and having fun along the way.

Education:

Master's in Interactive Technology: Software Development
Southern Methodist University, Dallas

Bachelor's Degree in Video Game Design
DePaul University

Projects:

2024 Race Logic/Gameplay Programmer (Fastival, published on Steam)
- Worked in a large team (48 people) learning about task tracking, milestone requirements, and team communication.
- Developed racing system, track completion, racer placements, minimap system, and dynamic music loader.

2023 Game Programmer (Catactics)
- Sole programmer initially, developing turn-based systems and combat mechanics.
- Trained new programmer mid-cycle to update systems and improve interdisciplinary communication as well as implement A* pathfinding.

2023 Game Programmer (Folklore)
- Created a system for combat encounters as well as flashlight based fighting with AI's.
- Created tools for level designers and artists to streamline their workflow.

2022 Game Producer (Doody Calls)
- Managed team using Asana, planning and tracking project tasks.
- Gained skills in communication, long-term planning, and team leadership.

2021 Sole Developer (Banter Time, Failing Future)
- Developed two games in Bitsy focusing on comedic and emotional themes.
- Adapted to new programming tools and storytelling techniques.

2020 Game Designer (Gravnauts)
- Led design of gameplay mechanics for a space-themed platformer.
- Implemented a concept of using gravity to navigate a ship for defense against asteroids.

Work Experience:

2023 Erie Lake House DePaul Critical Community Engagement Program – Tutor
- Taught English to minority community members for citizenship applications and voting.
- Improved communication and time management skills.

2021 IBM Accelerate Summer Program
- Selected to learn IBM's design thinking and collaborative product development.

2019 Fort Worth Museum of Science & History – I.T. and Virtual Exhibit Designer
- Worked with patrons and designed virtual exhibits for the museum.
- Performed troubleshooting and software updates.

2018 FWMSH Infinity Festival Volunteer
- Produced a virtual-reality exhibit with real-world artifacts for online engagement.
- Designed user experience in a 3D environment.

Skills and Awards:

- Coding Languages - C++, C#, Unreal Blueprint, Gamemaker Language, Java, Java Script, C, Python, HTML
- Video Game Tools - Unreal, Unity, Maya, Gamemaker, Visual Studio, Bitsy
- Tools - Photoshop, Illustrator, Excel, Maya, After Effects, Hitfilm Express, Pro Tools, Logic Pro
- Other - Design Thinking, Bilingual (English and Spanish)
- 2019 - 2022 - DePaul University Dean's list (GPA 3.5 or higher)
- 2018 - 2023 - DePaul University Scholars Award

References:

- Doug Roberts, Chief Technology Officer Fort Worth Museum of Science and History
- Alex Issa, Student at the University of Texas, Austin; IBM Intern and JP Morgan Chase Intern

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