Raul Ojeda

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Objective

I'm a software engineer looking to grow my skills in game development and make some great projects in collaboration with others my main areas of interest are gameplay and tools development.

Professional Experience

VivoSense Inc.   Newport, CA
    Full Stack Software Engineer   March 2023 – Current

Worked on developing and deploying a cloud application and integrating it with an already existing application:
• Developed services built for deployment into AWS.
• Developed with REST based web services utilizing JSON and XML.
• Used DynamoDB as our data storage solution.
• Developed using Agile development with Jira as our primary tool.
• Wrote Angular frontend code to display items such as bar charts and menu modals
<u>Key Outcome</u>
The successful internal and external deployment of the application as well as maintaining a large code base with multiple microservices with a cache and dynamo for storage.

Education

Bachelor of Computer Science
San Diego State University   Completed Aug 2022

Skills

Languages: C#, JavaScript, HTML5, CSS3/Sass, Kotlin
Engines/Frameworks: Unity, Unreal, Angular
Tools: Jira, Git & Github / GitLab, AWS

Projects (GitHub)

- Flappy Bird AI - I created a simple game and a machine learning algorithm that will beat it using python and the NEAT library. Link: https://github.com/EdenRedd/AI-Flappy-Bird
- Escape The Pig - I designed and developed the player movement and environment for this game. Link: https://github.com/5HeadProductions/MiniJam-Gold
- Earth Defenders - I programmed the networking code for playing online as well as the player movement and actions for this game. Link: https://github.com/5HeadProductions/Project3