

ESTEBAN ALDANA

| estebanaaldana@gmail.com | [LinkedIn](#) | [Portfolio](#) |

EXPERIENCE

Tools Programmer & Producer

January 2023 - March 2023

Zot Racer - Project @ UC Irvine

- Organized and led a team of 8 students to create a 3D racing game in Unreal Engine 5
- Made tools for generating omnidirectional racetrack designs using C++
- Hosted and managed Perforce server tools for efficient source control

Gameplay Programmer & Producer

September 2022 - December 2022

Best Nest Quest - Project @ UC Irvine

- Programmed core 2D platforming functionality in Gamemaker Studio 2 using GML code
- Hosted group workshops to develop the team's understanding of the new game engine and build teamwork skills
- Analyzed player feedback and implemented iterative changes to address them

UI Programmer

April 2022 - June 2022

Meep's Maintenance - Project @ UC Irvine

- Designed and implemented UI menus & graphic effects in Unity 2D
- Facilitated support for both keyboard and gamepad inputs
- Collaborated with artists to ensure clarity of gameplay information

Lead Programmer

April 2022 - June 2022

UCI-OS Project - Project @ UC Irvine

- Created core operating system functions in ANSI C for the RISC-V architecture
- Wrote Unix system call functionality for multithreading and memory management
- Coded network drivers for interfacing between operating systems

SKILLS

ENGINES: Unreal Engine, Unity, GameMaker

LANGUAGES: C/C++, C#, Java, Python, Javascript

SOFTWARE: Perforce, Git, Linux, Jira, Excel

OTHER: Game Systems, Game Design, Scrum, Multithreading

EDUCATION

University of California, Irvine

September 2018 - March 2023

Bachelor of Science in Computer Science

GPA: 3.14