

# Esteban Adrian Aldana

elestebann.github.io

## EDUCATION

University of California, Irvine

B.S. in Computer Science

GPA: 3.117

May 2023

## TECHNICAL SKILLS

**Programming Languages:** C, C++, C#, Java, Python, HTML

**Operating Systems:** Windows (10, 7), Linux (BASH, Ubuntu)

**Concepts:** Operating systems, software design, data structures

**Software:** MySQL, Microsoft Development Tool, Unity, Unreal Engine 5, Git, Perforce

## PROJECTS

### Xv6 RISC-V OS

Programmer

March 2022-June 2022

- Created a Unix-like operating system in ANSI-C to run on a RISC-V microprocessor
- Wrote system calls to implement OS features such as virtual memory allocation and multithreading
- Simulated hardware through QEMU emulation to complete MIT Xv6 OS project course

### A.T. 4

Lead Producer

January 2022-March 2022

- Led a group of 10 to create a 2-D RPG battle game where the user issues commands and the battle plays with several visual effects
- Facilitated team communications and planning through Trello boards and Google Spreadsheets
- Implemented user interface, visual effects, and audio

## ACTIVITIES

### Video Game Development Club

Game Programmer/ Producer | Irvine, CA

September 2021 - Present

- Developed video games from scratch in groups of 6 to 10 people using C# and Unity game engine
- Presented projects during quarterly meetings to over 60 members to share design and best practices
- Taught weekly workshops to new members to learn about teamwork and game production