

ESTEBAN ALDANA

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EXPERIENCE

Unity Engineering Intern

August 2024 - Current

The Commons XR

- Diagnosed and resolved animation mismatches in a 4+ year-old Unity codebase, ensuring smooth transitions and enhanced user experience.
- Debugged and fixed persistent errors, improving code stability and functionality across the project.
- Restored missing UI elements in a legacy Unity project, enhancing interface usability and maintaining consistency.

PROJECTS

Lead Programmer

January 2024 - Current

Project Pemberton Shift

- Implemented core interaction systems and visual effects in Unreal Engine
- Drafted and iterated on UI elements based on peer and player feedback with Common UI plugin
- Managed and configured Perforce version control server

Tools Programmer & Producer

January 2023 - March 2023

Zot Racer

- 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

UI Programmer

April 2022 - June 2022

Meep's Maintenance

- 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

SKILLS

ENGINES: Unreal Engine, Unity

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

SOFTWARE: Perforce, Git, Linux, Jira, Excel, Blender, Blueprint Visual Scripting, Common UI Plugin

OTHER: Game Systems, Scrum, Multithreading, Rendering Pipelines

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science