

Esteban Adrian Aldana

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OBJECTIVE:

To work alongside team members to make large strides in the creation of video game software while honing my skills as a professional programmer.

EDUCATION

University of California, Irvine

May 2023

Bachelor of Science in Computer Science

GPA: 3.14

SKILLS

Software: Visual Studio Code, Code Composer Studio, Vim, Git, Perforce, Unity, Unreal Engine 5

OS: Windows 10, Linux

Programming Languages: C++, C, C#, Java

Languages: English, Spanish

UCI COURSES

- Data Structure Implementation and Analysis
- Design and Analysis of Algorithms
- Principles in System Design
- 2D & 3D Image Processing
- Project in Operating System Organization
- Project in Embedded Software

UCI CLUB LEADERSHIP

Video Game Development Club

Production Officer

March 2022-March 2023

- Hosted public workshops with fellow officers on the practices of video game production.
- Served as support for students requesting aid with game production questions and issues.
- Produced video games alongside fellow students over the course of school quarters.

PROJECTS

Embedded Software Project Course

Winter 2023

- Coded programs for a Texas Instruments evaluation board using Code Composer Studio
- Wrote essential library functions in ANSI C for pin interfacing
- Breadboarded schematics to correctly interface with external peripherals

Zot Racer

Winter 2023

Lead Producer & Programmer

- Organized and lead a team of 8 programmers and designers to create a 3D racing game in Unreal Engine 5
- Created and managed a Perforce server for efficient source control between team members
- Coded tools for omnidirectional racetrack designing within Unreal Editor