Michael Cabranes

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https://github.com/ExaltedLynx

**EDUCATION**

Florida International University | Miami, Fl August 2019 – April 2024

* *Bachelors in Computer Science*

**EXPERIENCE**

INIT Build Game Development Team | Miami, Fl *Programming Co-Lead* September 2023 – November 2023

* Worked with ateam of four on a tower defense game similar to Arknights for 8 weeks (Unity)
  + Implemented scripts for the units themselves and different unit types, created placement system for the units, balancing units and enemies, saving and loading progress with multiple save slots, and created the layout for each level.

<https://github.com/ExaltedLynx/Paws-Up-Zombieland>

NAF IT Internship at G. Holmes Braddock | Miami, Fl June 2018 – July 2018

* Set up and configured computers, tablets, and other devices at G. Holmes Braddock for the next school year.
* Collaborated with other interns to complete tasks in an organized manner.
* Developed strong communication skills through working in teams throughout the internship.

**SKILLS**

* Programming Languages
  + Proficient in Java and C#
  + Good understanding of C++, C, and Lua
* Software & Hardware
  + Unity, Unreal Engine, GitHub, Unity VC/Plastic SCM, Visual Studio, IntelliJ
  + Microsoft office software
* Soft Skills
  + Languages: fluent English, intermediate Spanish
  + Interpersonal communication, critical thinking, time management, adaptibility

**RELEVANT COURSEWORK**

* COP 3530: Data Structures
* COP 4534: Algorithm Techniques
* CEN 4010: Software Engineering I
* CAP 4104: Human Computer Interaction
* STA 2023: Statistics for Business and Economics
* CAP 4830: Fundamentals of Modeling & Simulations
* COP 3102: Computer Architecture
* COP 4555: Principles of Programming Languages
* MAD 2104: Discrete Math