

## EDUCATION

**University California Irvine** – Irvine, Ca – 2022 - Current

BS Computer Science

**Santiago Canyon College** – Orange, Ca – 2020 - 2022

A.S Liberal Arts Mathematics – 3.9 GPA

## SKILLS

**Languages** – Python, C++, Java, HTML/CSS/JS, x86 assembly (MASM)

**Tools + Frameworks** – Tkinter, Node.js, Express.js

**Game Engines** – Unity, Unreal, GameMaker Studio

## EXPERIENCE

**Electronic Arts (EA)** - Virtual Internship – Jan 2022

- Modified existing code to meet game design goals. Worked with external libraries.
- Studied game design, programming practices, and implementation in various languages

## PROJECTS

**Guitar Scales** – *Python* – Dynamically generates scales and chord progressions based on user input. Focuses on generating information dynamically and classes.

[https://github.com/Fgomezcode/Guitar\\_Scales](https://github.com/Fgomezcode/Guitar_Scales)

**Blacksmithing Challenge** - *HTML/ CSS/ JavaScript* – Generate parameters for a timed knife making competition. Inspired by the show 'Forged in Fire.' Two timed rounds with randomly generated parameters.

<https://fgomezcode.github.io/Projects/Bladesmithing/smithing.html>

**Personal Site** - *HTML/ CSS/ JavaScript* – Used CSS to design a retro inspired website that host my personal information and will host my projects.

<https://fgomezcode.github.io/>

**Dungeon Dudes** - *Unity Game Engine - C#* – 2D Dungeon Crawler. Ranged and melee attacks, item spawning and basic inventory. Focusing on procedurally generated levels, memory management, and game system design.

[https://github.com/Fgomezcode/Dungeon\\_Dudes](https://github.com/Fgomezcode/Dungeon_Dudes)