Naid Ibarra

CA, United States
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OBJECTIVE

I seek a junior developer position so that I may expand my professional experience.

EDUCATION

University of California Riverside, Riverside, California — *Bachelor's in Computer Science*

September 2017 - June 2021

PROJECTS (firenoobsta.github.io/projects.html for more info)

Horror Game Project — *VR Horror Game made in Unity*

I collaborated with a team to make a video game using a scrum framework.

Maps in Unreal Engine — *Modification of an UE4 game*

I created maps in Unreal Engine and inserted them into an existing game.

Ray Tracer — *Program to render scenes using ray tracing*

I wrote code to detect ray intersections and perform appropriate shading.

Farming Game — *Simulation game using a microcontroller*

I have used an ATMega 1284 along with other components to program a simple farming game.

Puzzle Solver — *Solves 8-puzzles using A* with different heuristics*

I wrote a program that solves those sliding puzzles with 8 tiles in a 3x3 grid.

SKILLS

Proficiency in C and C++ programming

And have also coded in:

- C#
- Python
- Blueprints
- HTML
- CSS

Good at working in a team

Fast learner

LANGUAGES

Fluent English

Adequate Spanish

WEBSITE

firenoobsta.github.io