

GEOVANNY ROSALES

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[Portfolio](#)
[GitHub](#)

SUMMARY

Energetic and Aspiring Game Programmer with experience in C++ and Unreal Engine 5. I have been passionate about video games since I was young and have been learning to make them myself. Hard-working, proactive individual with strong problem-solving and communication skills and the ability to learn new concepts fast.

CORE COMPETENCIES

- Gameplay Programming
- Coding & Writing
- User Experience Enhancement
- Stellar Project Coordination
- Quality Assurance & Testing
- Transformative Leadership

WORK EXPERIENCE

DXC Technology - Systems Programmer, 2023 - Current

- Spearheaded IT system optimization, communication flows and response times reduction, boosting operational efficiency and enhancing customer satisfaction.
- Leveraged skills in Perl, HTML, JavaScript, and PHP to develop and refine dynamic, user-friendly web interfaces, aligning with web standards and user expectations.
- Played a pivotal role in integrating web technologies with backend systems to ensure seamless data interchange and improved web performance.
- Identified and implemented strategic improvements in web systems, leading to a noticeable increase in site traffic and user engagement.
- Conducted regular audits and updates of web applications, ensuring high availability and adherence to the latest security protocols.

ID Tech - Virtual Instructor, 2022 - 2023

- Communicated complex programming concepts, employing strategic communication methods that enhanced understanding and engagement among various audiences.
- Specialized in teaching Java and C++, focusing on practical applications and industry trends, which provided relevant and impactful learning experiences.
- Developed and conducted interactive sessions on game design and modding, fostering creativity and technical skills within a collaborative learning environment.
- Created a dynamic educational setting that encouraged exploration and innovation in software development and game design, enhancing student engagement.

Xbox Game Camp - Lead Programmer, 2021 - 2022

- Led a game camp team as Lead Programmer for an Xbox project, directing and coordinating team efforts in developing a top-down action game using both Unity and Unreal engines, resulting in an engaging and interactive gaming experience.
- Utilized expertise in Unity and Unreal to craft an immersive game environment for a top-down action game, contributing to user engagement and positive feedback.
- Played a key role in the ongoing development and refinement of game demos, ensuring consistent innovation and adherence to industry standards.

NOTABLE PROJECTS

FatCap, Gameplay Developer, 2023

- 3D Unreal Game based on street graffiti.
- Programmed using blueprints with a graffiti art system
- Dev lead of a 7 person team with other programmers and artist from the Game Camp continuing as our own indie team
- Developed AI chase and patrol system

EDUCATION

Bachelor of Science, Computer Science Loyola University New Orleans, 2022

- Coursework: Game Programming, Computer Graphics, Software Engineering, Data Structures

SOFT SKILLS

- Complex Problem-Solving
- Analytical Thinking
- Sound Decision-Making
- Excellent Communication
- Active Listening
- Time Management
- Multitasking & Prioritization
- Strong Organization
- Relationship-Building
- Creativity
- Teamwork skills

TECHNICAL SKILLS

- **Programming Languages**: C++, C, Java, C#, HTML, CSS, SQL, Python, Perl, Javascript, assembly, JS, PHP
- **Engine used in Game Projects**: Godot, Unreal & Unity

LANGUAGES

- **English**: full proficiency
- **Spanish**: full proficiency