
HUGO CEDANO

OBJECTIVE

Technologically passionate developer seeking internship or career opportunity in an organization where I can grow, learn, and offer creativity and critical thinking skills to assist in delivering quality applications that are concurrent with modern day industry standards.

EXPERIENCE

INDIE GAME DEVELOPMENT – APRIL 2014 - MAY 2014

-BACKEND DEVELOPING IN C++ WITH UNREAL ENGINE 4-

- Wrote code for a Top-Down (Asymmetric) Shooter that exposed various elements and structures into the Unreal Engine 4 so that through the use of the "Blueprints", one could access these elements and structures in order to build in game components. Eg., weapons, health items, User Interfaces.
- Coded Artificial Intelligence so that in-game characters detected player and on target acquisition, performed relevant tasks. Eg., fire weapon, run towards Player, or run away from Player.

WEB DEVELOPMENT – JUNE 2014 - JULY 2014

-BACKEND & FRONT-END SINGLE PAGE WEB APP DEVELOPMENT-

- Developed and deployed a "self and music" web application to promote my music on the internet through the use of google's web starter kit framework, other modules, and services. Eg., node.js, sails.js, git, heroku, sublime text 3.

SALES ASSOCIATE - GAMESTOP – NOVEMBER 2009 - JANUARY 2011

EDUCATION

FLORIDA INTERNATIONAL UNIVERSITY, MIAMI, FL – COMPUTER SCIENCE 2015

MIAMI-DADE COLLEGE, MIAMI, FL – ASSOCIATES IN ARTS FOR COMPUTER SCIENCE 2012

SKILLS

- Computer Languages & Templating: C++, Java, JavaScript, CSS, HTML
- Git & Heroku (Version Control & Deployment)
- MySQL & MongoDB(NoSQL) - Database
- Concurrent with MVC Architecture

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*REFERENCES UPON REQUEST