HUGO CEDANO

OBJECTIVE

Seeking a position in an association where I can assimilate into a growing professional community while working towards becoming a future asset for the company.

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 - PRESENT
-BACKEND & FRONT-END WEB APP DEVELOPMENT-

- Developed and deployed a "self and music" web application to promote my music on the internet through the use various frameworks. Eg.., node.js, gulp, google-web-starter-kit, git, heroku, sublime text,

EDUCATION

FLORIDA INTERNATIONAL UNIVERSITY, MIAMI, FL – COMPUTER SCIENCE & PHILOSOPHY 2015

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

SKILLS

- Computer Languages: C++, Java, JavaScript, JQuery, CSS, HTML

- Git & Heroku (Version Control & Deployment)

- MySQL & MongoDB(NoSQL)

*REFERENCES

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