# Skills

* C++, C
* C#, Java
* Unity
* Unreal Engine \*
* Team Leadership
* Ruby on Rails
* JavaScript
* SQL
* HTML/CSS

# \* Beginner Level Proficiency

# Work Experience

**Full Stack Engineering Intern | Mavenlink | July 2018 – August 2018**

* Worked on Mavenlink’s support and loyalty team
* Fixed bugs and made client-requested features for business management app
* Pair programmed using Ruby on Rails, HTML/CSS, SQL and JavaScript with CoffeeScript
* Participated in daily breakdown and task planning meetings with my team

**Project Lead | UCSC Game Design and Art Collaboration | October 2016 – August 2017**

* Project Lead for UCSC Clubs Video Game Project with 20 person team
* Assisted with programming, writing and design, overviewing and outlining tasks and leading meetings

**Programmer | Team Nahualito | February 2018 – June 2018**

* Assisting on senior capstone game project for UCSC Game Development program
* Gameplay programming for 3D adventure game using Unity and C#
* Participating in Scrum and meeting to maintain communication across of team of over 18 developers

**Undergrad Researcher / Game Writer | UCSC Expressive Intelligence Studio | March 2017 – June 2017**

* Worked on UCSC graduate student video game currently called “The Climate Change Game”
* Writing passages for narrative game using experimental procedural story generator software
* Collaborate with other writers to coordinate writing passages with multiple authors

# Projects

**Bottom Gun| October 2016 – August 2017**

* 2D bullet hell shooter made in Unity with C#
* Project Lead for group in UCSC Game Design and Art Collaboration club
* Programmed enemy player tracking AI, bosses and power ups like slow time

**Juanito El Nahualito| February 2018 – June 2018**

* 3D narrative puzzle game made using Unity with C#
* Puzzles about guiding animals with a story about exploring Mexican identity
* Programmed collision checking and pulling mechanic for medical crate for first level

# Education

**BA Computer Science and Game Design** **| University of California, Santa Cruz | Fall 2015 – Spring 2019**

* GPA: 3.86
* Currently prototyping core mechanics for my senior capstone video game project
* Course Work: Advanced Programming in C++, Game AI, Computer Graphics and Procedural Design
* Member of Diversity in Games club, Game Design and Art Collaboration club
* Studied abroad in Tokyo, Japan for Fall of my Junior year