Jesus Cazares

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Education

California State University: Fullerton
            Sept 2018 - Present

Bachelor of Computer Science

• Courses: Data Structures, Algorithms, OOP C++, Operating Systems, Assembly

Skills

Languages: C#, C++, Python, Javascript, PHP

Technologies: Unreal, Unity, Git, Bash, SQL

Relevant Projects

College Database System (SQL)

Webpage with SQL database

• Created a relational database modeled for a college using SQL

• Created a webpage using PHP to interact with the database

• Created queries using SQL for user to input and retrieve data on students, classes, and staff

Treasure Quest (Unity, C#)

Platforming video game created with Unity engine

• Created custom physics implementation with C#

• Implemented UI using Unity's UI API

• Implemented engaging AI enemies to engage player

Project Bushido (Unreal, C++)

Action video game made with Unreal engine

• Implemented AI enemy characters using Unreal's Behavior Trees

• Collaborated with artists and effects artists to create optimal and performant assets

• Designed main gameplay loop and implemented it with Unreal Blueprints and C++

• Performed routine QA tests and debugging

Relevant Experience

Video Game Development Club CSUF
Fullerton, CA

General Officer
Jan 2022 – Present

• Created and performed workshops to teach various skills in game development

• Attended officer meetings and collaborated with other officers to decide workshops and events

Video Game Development Club CSUF
Fullerton, CA

Team Lead
August 2018 – Present

• Lead team on various video game projects, both semester-long and for game jams

• Delegated tasks for team members, providing feedback and collaborating with them

• Scoped and planned projects