

JOSE VELAZQUEZ

GAME PROGRAMMER 📍 MADISON, WISCONSIN ☎ 787-696-5824

◦ DETAILS ◦

Madison
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◦ LINKS ◦

[Github](#)
[Portfolio](#)
[Itch.io](#)
[Linkedin](#)

◦ OS ◦

Windows
Ubuntu
MacOS

◦ SOFTWARE | PROGRAMMING ◦

Unity | C#
Unreal Engine | C++
Visual Studio / Python
Github | Swift

◦ COURSES ◦

C# Programming for Unity Game
Development Specialization,-
Coursera

Unreal Engine C++ Developer:
Learn C++ and Make Videogames,
Udemy

iOS & Swift - The Complete
iOS App Development Bootcamp,
Udemy

.NET MAUI course with Visual
Studio 2022 creating PROJECTS,
Udemy

👤 PROFILE

As a self-taught programmer with a background in video game programming, I have expanded my skill set by learning about software engineering and web development. Continuously seeking new knowledge and skills, I am dedicated to improving my abilities through self-education, often utilizing online resources to do so. I am eager to take on new challenges and broaden my expertise in various programming domains.

📁 EMPLOYMENT HISTORY

Volunteer Programmer at University of Wisconsin-Madison, Madison WI

January 2023 — Present

- As a volunteer at the University of Wisconsin Madison, I have been involved in a number of projects related to scientific research. In one of my roles, I created a program using C# and Selenium that connects an application to a scientific tool called Prosit, which is accessed through a web page. Additionally, I collaborated with the team on their program called MetaMorpheus, which is a Proteomics search software with various capabilities such as PTM discovery, calibration, bottom-up, top-down, and LFQ. Specifically, I worked on improving and fixing their proteome download feature using the UniProt API, as well as implementing a progress bar using WPF. This experience has allowed me to develop my technical skills while contributing to important scientific research efforts. You can view MetaMorpheus on at <https://github.com/smith-chem-wisc/MetaMorpheus>

Self-Employed at Two42 Studios, Madison WI

2022 — Present

- As both a programmer and designer, I have created several games using different engines such as Unreal Engine and Unity. With experience in both technical and creative aspects of game development, I am able to approach projects from a holistic perspective, ensuring that the final product is both functional and engaging. As a self-driven individual,

Lead Programmer at Atlantic University College, Guaynabo PR

2021 — 2021

- As a member of a game development team, I participated in a week-long game jam where I took on the roles of both a programmer and level designer. Throughout the project, I demonstrated strong collaboration skills and was able to effectively communicate with other team members to ensure that our vision was realized. With a keen eye for level design and a proficiency in programming, I was able to contribute to the creation of a successful game within a tight deadline.

🎓 EDUCATION

Bachelor degree in Science of Art and Design of Video Game with major in
Programming, Atlantic University College, Guaynabo PR GPA : 3.86

2018 — 2022