

JOSE VELAZQUEZ

PROGRAMMER 📞 787-696-5824

◦ DETAILS ◦

787-696-5824

jevs242@gmail.com

Bilingual: English, Spanish

◦ LINKS ◦

<https://github.com/Jevs242>

<https://www.jevs.art/>

<https://two42studios.itch.io/>

<https://www.linkedin.com/in/jevs242>

◦ SKILLS ◦

Multi-tasking

Problem-solving

Analytical thinking

Adaptability

Team-oriented

◦ OS ◦

Windows

MacOS

Ubuntu

◦ PROGRAMMING LANGUAGES ◦

C#

C++

Swift

Python

HTML5

CSS

JavaScript

SQL

◦ SOFTWARE ◦

Unity

Unreal Engine

Visual Studios

GitHub

Xcode

◦ FRAMEWORK ◦

MAUI

WPF

👤 OBJECTIVE

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.

📁 PROFESSIONAL EXPERIENCE

Volunteer Programmer at University of Wisconsin-Madison, Madison WI

January 2023 — July 2023

- Created a program using C# and Selenium to connect an application to the Proxit scientific tool
- Collaborated with the team on their program, MetaMorpheus, a Proteomics search software with various capabilities, MetaMorpheus is available on GitHub at <https://github.com/smith-chem-wisc/MetaMorpheus>
- Improved and fixed the proteome download feature using the UniProt API
- Implemented a progress bar using WPF

Self-Employed at Two42 Studios, Madison WI

2022 — Present

- Skilled in both programming and game design with experience in different game engines as Unity and Unreal Engine using C# or C++.
- Able to approach game development projects from a holistic perspective, considering both technical and creative aspects.
- Demonstrates self-motivation and works well independently.
- Committed to creating functional and engaging games and apps.

Lead Programmer at Atlantic University College, Guaynabo PR

2021 — 2021

- Participated in a week-long game jam as a programmer and level designer
- Demonstrated strong collaboration skills and effective communication with team members
- Contributed to the creation of a successful game within a tight deadline
- Proficient in programming and with a keen eye for level design
- Create different console programs with different programming languages as C++ and C#
- Create different web pages using database with PHP

🎓 EDUCATION

B.A in Science of Art and Design of Video Game with major in Programming

Atlantic University College

Guaynabo PR

GPA : 3.86

2018 — 2022

🎓 CERTIFICATIONS

- C# Programming for Unity Game Development Specialization
- iOS & Swift - The Complete iOS App Development Bootcamp
- .NET MAUI course with Visual Studio 2022 creating PROJECTS
- 100 Days of Code: The Complete Python Pro Bootcamp for 2023