

JOSE VELAZQUEZ

PROGRAMMER 📞 787-696-5824

◦ DETAILS ◦

787-696-5824
jevs242@gmail.com

◦ LINKS ◦

<https://github.com/Jevs242>
<https://www.jevs.art/>
<https://two42studios.itch.io/>
<https://www.linkedin.com/in/jevs242>

◦ HOBBIES ◦

Windows
Ubuntu
MacOS

◦ SKILLS ◦

Unity | C# | MAUI | WPF
Unreal Engine | C++
Visual Studio | Python
Github | Swift | XCode
HTML5 | CSS | Javascript

◦ LANGUAGES ◦

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

- Created a program using C# and Selenium to connect an application to the Prosit 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
- Developed technical skills while contributing to important scientific research efforts

Self-Employed at Two42 Studios, Madison WI
2022 — Present

- Skilled in both programming and game design with experience in different game engines.
- 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
- Create different web pages using data base

🎓 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