

JOSE VELAZQUEZ

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

◦ DETAILS ◦

Madison
Wisconsin
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◦ LINKS ◦

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

◦ 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

- 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.

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

🎓 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