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| Javier Moni Pina | | | | | |  | | [jmonipina@gmail.com](mailto:jmonipina@gmail.com)  jmonipina.github.io  44 Vernon St  Warwick, RI 02889 | |
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| Summary |  |  | I have multiple years of experience assisting faculty, staff, students, administrators, and community groups with computer and multimedia technologies within the higher education environment. | | | | | |
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| Game Development Experience |  |  | ***GMTK Game Jam 2024*** ***Burrito Bash – Programmer***  ***Capstone College Project***  ***Team Manager / Programmer***  ***Personal Development*** | | * Worked with a small team to deliver a point and shoot web game under the theme *Built to Scale,* using the Unity Engine. * Worked with lead programmer to design gameplay objectives and gameplay loop. * Programmed a system that reacts to the damage the city has taken. System would display different dialogue depending on said damage. * Worked on creating the main menu and its scripting behavior. * Assisted lead programmer in ironing out bugs. * Lead a small team in creating a pet care game using the Monogame framework. * Organized the team's duties. * Kept up with the team's ongoing deliverables. * Lead the game design with input of team. * Programmed the game’s infrastructure. * Programmed the Main Menu, Save & Load system, & a manager for the display. Assisted with other systems when necessary.   Relevant Coursework   * GameDev.tv - *Complete C# Unity Game Developer 2D Online* *Course,* Certification * GameDev.tv - *Unreal 5.0 C++ Developer: Learn C++ and Make Video* *Games,*  Certification | | | | |
| Other Work History |  |  | ***Technical Support Specialist I -* Community College of Rhode Island: Information Technology**  April 2022- September 2022  ***Information Technologist -* Community College of Rhode Island: Information Technology**  June 2019- April 2022 | | * To be responsible for performing a variety of routine technical support tasks, with the area of specialization, directly related to the operation of mainframe, mini computers, networks, and/or telecommunications systems, as well as other directly related systems. * To assist in the installation and maintenance of mainframe, mini computer and/or network operating systems, data management, telecommunication, system performance, capacity management, and utility software. * To assist with the installation, troubleshooting and maintenance of peripheral and communications devices, directly related to area of specialization. * To assist in implementing methods and procedures necessary to support activities relating to installation, modification, problem resolution, performance, operational and planning capacity management activities in the designated hardware and software environment. * To assist in designing, coding, testing, and debugging specialized software required by the installation. * To assist in providing technical support services to a variety of system operation activities including programming, system analysis and other related operations within the designated environment. * To attend training sessions to keep abreast of new or improved software and procedures. * Responsible for the provision, support and proficient functionality of multimedia technology in all classrooms, labs, auditoria, conference rooms, and other community spaces * Deliver technical support services to faculty, staff, and students via in-person/telephone on supported hardware and software including department specific software * Assist with the monitoring of the Help Center tracking system. (TeamDynamix) * Ensure that end user questions are answered and/or forwarded to an appropriate staff member. Escalate problems to other support staff within Information Technology as appropriate * Utilize tools, such as, MDT/SCCM/JAMF, to perform a variety of technical tasks, management and deployment of software and operating systems to large groups of computers. * Hire, supervise, train and oversee work assignments of technical staff * Responsible for installation of hardware technologies within classrooms and staff * Hire, supervise, train and oversee work assignments of auxiliary employees * Support and maintain e-waste. | | | | |
|  |  |  | ***I.T. Support***  ***-* Community College of Rhode Island: Information Technology**  November 2017- June 2019 | | * Provided support for all hardware and peripheral devices issues for college employees. * Assisted system administrator with Active Directory management of computers. * Installed, configured, and maintained Windows PCs and Macs, upgraded legacy hardware. * Managed and updated tickets using TrackIT! TeamDynamix support-ticketing software. * Assisted with company-supported software, such as Microsoft Office Suite, Adobe Creative Suite. * Connected and interacted with customers, of varying technical backgrounds, to provide the utmost customer service in person, through chat clients, email and phone. * Support and maintain e-waste. | | | | |
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|  |  | ***A/V Support/Student Aide***  ***-* Community College of Rhode Island: Information Technology**  January 2013 -  September 2017 | | * Provided technical support for multimedia technologies within the classrooms, auditoria, conference rooms and event spaces. * Supported various media content and file formats. * Provided audiovisual and computer technical support for college-hosted events. * Assisted with the development of end-user training documents. * Used ticket tracking system to report technical issues and resolutions. * Maintain supply and equipment loan inventories. * Trained student workers and part-time employees. | | | | |
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| Education |  |  | **Community College of Rhode Island**  May 2017  **Rhode Island College**  September 2023 - Expected May 2025 | | Associate’s Degree in General Studies – Computer Science Focus  Bachelor’s Degree in Computer Science | | | | |
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| Skills |  |  | Fluent in English and Spanish.  Outstanding verbal and written communication/customer service.  Proficiency with Microsoft Word, Excel, Outlook, and PowerPoint.  Proficiency with Google Drive applications.  Proficiency with Windows, Mac, Active Directory, PC hardware and repair.  Experience with Unity Game Engine  Experience with Unreal Game Engine  Experience with Godot Game Engine  Experience Software Packaging applications for SCCM.  Experience with Adobe Creative Suite.  Experience in PowerShell scripting.  Basic Experience programming in PowerShell, Java, C#, C++, Visual Basic, Python and HTML5.  Experience working in groups to find solutions and working independently.  Experience in providing training, guidance, and direction to subordinate technical staff.  Experience troubleshooting VPN and remote work support incidents.  Experience troubleshooting network/connectivity (TCP/IP).  Experience using an incident management tool, to track/log all support incidents | | | | | |
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