# Joel Higuera

# **Software Developer**

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1775 E Cloverdale Rd Salt Lake City, UT 84121

801-791-7522 JoelHiguera10@gmail.com

## **Profile**

I am a C# and JavaScript Developer with 8 months of professional software development experience. Currently, I am part of an agile development team where we are utilizing Unity and C# to build a 3D game scheduled for release later this year. During my web development bootcamp, I gained valuable experience in JavaScript. Throughout the bootcamp, I worked both individually and as a team, employing agile methodologies to create and develop weekly assignments.

# **Experience**

## Media Jack Agency/ Software Developer

November 2022 - PRESENT, Salt Lake City, UT

I have been collaborating with an agile development team in the creation of a 3D game that will be released across multiple platforms. Within this project, my primary responsibilities include developing challenging puzzle rooms for players, implementing the functionality of characters designed by our team, and integrating shader effects into the game. Working with C#, my role involves crafting clean, object-oriented code that promotes readability and maintainability for other developers.

One notable achievement is the development of a versatile Character system that encapsulates functionality in a manner that facilitates the creation of new and diverse character types by other developers.

#### **Education**

# **University of Utah Professional Development / Certification**

March 2022 - October 2022, Utah

Full Stack Web Development Certification..

#### **Skills**

- C#
- Object Oriented Programming
- Unity
- Git, Plastic Version Control
- CSS
- HTML
- Node.JS