

# JUAN MORALEJA-GARCIA

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## EDUCATION

### Bachelor of Science in Computer Science

2020

California State University San Marcos

GPA: 3.5

### Associate of Science in Computer Science

2017

Palomar College

## TECHNICAL SKILLS

- C#, Unity, C++, Java, C, Assembly, SQL
- iOS / Android development, Linux, Visual Studio, Eclipse, Microsoft Suite,

## PROJECTS / GAME DEVELOPMENT

### Lead Developer

Stampede Defender

Jul 2017 –  
Aug 2017

- Designed and programmed a PC game utilizing a LEAP MOTION controller.
- Present game and development process to exhibitors at the Reuben H. Fleet Center at Balboa park during the Game Masters Exhibit.
- Developed the code which ran the entirety of the game.
- Utilize various assets to create a cohesive game with a thematic world.

### Chill Squared

Lead Developer

June 2020-  
July 2020

- Released Unity Mobile Game onto iOS and Android Devices
- Incorporated Google Ads with gameplay experience to maximize profit.
- Created the gameplay systems which ensured smooth gameplay through multiple devices.
- Managed two other developers to maximize efficiency dependent on their skills.

## WORK EXPERIENCE

### Lead Developer

VR Research project, CSUSM

July 2019--  
Current

- Incorporate VR Systems with Motion Capture Tracking of objects with Unity.
- Develop and manage code systems to achieve a realistic simulation.
- Ability to meet deadline while maintaining integrity of product.
- Utilize abilities of various team members to progress the project optimally.
- Program the ability for non-programmer content developers to create custom modules in the which are ran in the project.
- Create code base to allow multiple platforms to communicate seamlessly.

**Robotics Instructor***Kids College*

- Instruct and coordinate robotics classes at elementary schools
- Teach basic ideas of programming and teamwork through robotics
- Facilitated the classroom to keep kids focused and cooperative
- Maintained and organize multiple robots and laptops to be ready for each class
- Influenced thinking in logical processes to complete challenges and tasks.

Aug 2017 -  
Jan 2020

**STEM Ambassador***Palomar College*

- Instructed and coordinated STEM related classes at elementary schools
- Aided in setting up events and summer/winter camps
- Demonstrated concepts of science to students using experiments
- Encouraged students to the possibilities of STEM careers.

2016- Aug  
2018

**COACHING EXPERIENCE****Robotics Coach***Kids College*

- Coached two elementary robotics teams to compete in the LEGO FLL competition.
- Ensured students actively participated in a team environment as a single unit.
- Aided teams on how to approach researching for their research project component.
- Aided teams on programming their robot to complete competition objective.

Aug 2017—  
Dec 2017

**Acknowledgments****SDSU Hackathon – Making Games with Movement**

- Awarded “Most Helpful Participant”

**Reuben H. Fleet Science Center – Genius in the House**

- Developed a game which was exhibited during the Game Masters exhibit.