JUAN MORALEJA-GARCIA

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EDUCATION

Bachelor of Science in Computer Science   **5/2020**
California State University San Marcos
GPA: 3.5

Associate of Science in Computer Science   **5/2017**
Palomar College

TECHNICAL SKILLS

- C#, Unity , Python, Java, C, Assembly, SQL, Lua, HTML, CSS
- iOS / Android Development, Linux, Visual Studio, Eclipse, Microsoft Office Suite

PROJECTS / GAME DEVELOPMENT

Lead Developer   **6/2017 -**
Stampede Defender   **8/2017**

- 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   **6/2020 -**
Lead Developer   **8/ 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 a small team of developers to maximize efficiency dependent on their skills.

WORK EXPERIENCE

Lead Developer   **7/2019 -**
VR Research Lab, CSUSM   **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 strict deadlines while maintaining the integrity of the 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.
- Manage, design, and develop back-end code structure with clean documentation and API.

Robotics Instructor

Kids College

8/2017 - 1/2020

- 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.

STEM Ambassador

Palomar College

5/2016 - 8/2018

- 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.

COACHING EXPERIENCE

Robotics Coach

Kids College

8/2017 - 12/2017

- 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.

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.