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| **Education** |  |
| **Bachelor of Science in Computer Science**  California State University San Marcos  GPA: 3.5 | **5/2020** |
| **Associate of Science in Computer Science**  Palomar College | **5/2017** |
| **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**  Stampede Defender   * 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   * 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. | **6/2017 -**  **8/2017**  **6/2020 -**  **8/ 2020** |
| **WORK EXPERIENCE** |  |
| **Lead Developer**  VR Research Lab, CSUSM   * 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 | **7/2019** -**Current** |
| * 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   * 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. | **8/2017 -**  **1/2020**  **5/2016 -8/2018** |
| **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. |
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