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| **Education** |  |
| **Bachelor of Science in Computer Science**  California State University San Marcos  GPA: 3.5 | 2020 |
| **Associate of Science in Computer Science**  Palomar College | 2017 |
| **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   * 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 two other developers to maximize efficiency dependent on their skills. | Jul 2017 –  Aug 2017  June 2020-  July 2020 |
| **WORK EXPERIENCE** |  |
| **Lead Developer**  VR Research project, 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 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 | July 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. | Aug 2017 -  Jan 2020  2016- Aug 2018 |
| **COACHING EXPERIENCE**  **Robotics Coach**  Kids College | Aug 2017—Dec 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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