

# Hector Mora

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🌐 [Portfolio](#)

🌐 [GitHub](#)

## Education

### ● Cal State University, Los Angeles

June 2023

- *Bachelor of Science, Computer Science*
- Dean's List - Fall 2021, Spring & Fall 2022, Spring 2023
- Association for Computing Machinery (ACM) Club

## Experience

### ● ACM | 2D Platformer

November 2023

*Software Developer*

- Designed a 2D platformer game where the player collects collectibles that give power-ups, avoid traps, and get to the next level, built using the Unity game Engine and C#.
- Utilized Unity's physics and Rigidbody to create the player's movement and the abilities to jump, double jump with power-up, wall riding, and wall jumping.
- Created different levels using Unity scene management and splitting the game into layers.

### ● Portfolio Project

September 2023

*Software Developer*

- Designed and developed a website to showcase my portfolio using HTML, CSS, and JavaScript.
- Created a navigation bar that dynamically changes and resizes so it is friendly to all user devices.
- Created a fill-up effect when hovering over a button using CSS and used JavaScript to automatically scroll back to the top.

## Projects

### ● Survival Forest

December 2022

*Software Developer*

- Worked in a team to develop and plan out a 3D survival game using Unity and C#; the player is spawned into a forest and fights enemies to survive/escape.
- Designed the forest and split it up into scenes that were loaded and unloaded as the player moved, resulting in reduced latency.

## Skills

- Java
- SQL
- Python
- JavaScript
- Unity
- C#
- GitHub

## Activities and Interests

- Bilingual in English and Spanish.
- French Horn Section Leader.
- Competitive Valorant: top 0.5%, compete in an eSports team.