.123 YOUR STREET
YOUR CITY, ST 12345
(123) 456-7890
NO_REPLY@EXAMPLE.COM

Hecthor

SOFT SKILLS

- Detailed-oriented
- Problem-Solver
- Bilingual in English and Spanish
- Quick Learner
- Strong at communicating
- Team player who can also work independently

TECHNICAL SKILLS

- 4+ years of experience in Java
- 3+ years of experience in SQL
- 3+ years of experience in Python
- 2+ years of experience in JavaScript
- 3+ years of experience using GitHub

EXPERIENCE/PROJECTS

ACM 2D Platformer — *Unity, C#*

November 2023

- Created Animations using Unity's Animation system
- Utilized Unity's scene management and multiple scenes to create levels for the game
- Created movement using Unity's movement system and added physics using Unity's Rigidbody component

ACM Minecraft Mod Project — *Java, IntelliJ, Minecraft Forge*

November 2020 & April 2023

- Learned various aspects of the game function with an introduction to basic game design
- Learned about class inheritance and software design patterns of the Forge API
- Designed Textures and Animated a Single Model
- Learning to utilize game development API for game modding.
- Experienced working with a fully-fledged IDE.

ACM Tetris Project — *Unity, C#*

May 2022

- Created movement by using and manipulating vectors
- Utilized Unity's tilemap function to create the game's world and visuals procedurally
- Learned about creating 2D games and game design

ACM Pacman Project — *Unity, C#*

November 2021

- Applied OOP principles to develop the project's system
- Learned about working on multiple file projects
- Learned about creating 2D games and game design
- Utilized Unity's tilemap function to create the game's world and visuals

ACM Portfolio Project — *HTML, CSS*

September 2021 – Current

- Utilized the HTML language and its components to create a website/pages
- Learned about CSS and the interactions with HTML to decorate a website
- Learned how to deploy a website using GitHub

ACM Flappy Bird Mod Project — *Python, Visual Studio Code, Pygame, NEAT Library, Pickle Library*

May 2021

- Applied OOP and software design patterns of the Pygame API
- Learned about machine learning and neural network AI systems.
- Utilized the NEAT algorithm to develop the AI Bird
- Experienced working with and developing AI

EDUCATION

Cal State University, Los Angeles,

5151 State University Dr, Los Angeles, CA 90032

Bachelor of Science, Computer Science

June 2018 – August 2023

AWARDS

Dean's List – Fall 2021

Dean's List – Spring & Fall 2022

Dean's List – Spring & Fall 2023