

Salvador A. Muro

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Objective

Innovative, dedicated, and meticulous undergraduate in Computer Systems seeking beneficial employment in the field of Game/App Development to increase my technical skills and creativity in a collaborative team environment. Passionate about building immersive gameplay experiences and optimizing game systems.

Education

Bachelor of Arts in Computer Systems - Game Development Concentration | California State University, San Bernardino | Expected Graduation: 2026

- 3.4 GPA
- Dean's List: Spring 2025

Relevant Coursework: Game Design, Game Programming, Software Engineering

Associate of Science | Norco College | February 2023 – June 2023

- Dean's Honor List: Fall 2021, Spring 2022

Degrees Earned: *Game Development, Game Design, Game Programming*

Certificates Earned: *Game Development, Game Design, Game Programming*

Relevant Coursework: *Game Design, Advanced Game Design, Game Studio, Game Scripting, Advanced Game Scripting*

EXPERIENCE

Norco College – Game Studio Course

Norco, CA

Game Designer

August 2022 – December 2022

- Designed and co-developed a 2D platformer game, contributing to gameplay mechanics, character abilities, and enemy interactions using Unity Engine/C#.
- Collaborated with a 4-person team to create a comprehensive Game Design Document (GDD), outlining lore, mechanics, and art direction.

California State University, San Bernardino – Game Programming Course

San Bernardino, CA

Game Designer & Programmer

February 2025 - May 2025

- Collaborated in a team of two to design and develop *Room for One More*, a roguelike, survival game where the player completes an endless loop of rooms in which both the player and the enemies gradually get stronger.
- Developed enemy AI movement with the utilization of NavMesh along with combat mechanics to allow the player to engage with the enemies more strategically.
- Developed player shop and inventory system in which allowed the player to purchase select items and use them in accordance with their gameplay experience.

Skills & Certifications

Certifications:

- Oracle GenAI Professional (2025)
- Google Cloud Computing Foundations (2025)

Technical Skills:

- **Game Engines:** Unity Engine, Unreal Engine
- **Scripting & Programming:** JavaScript, HTML/CSS, C#, C++
- **Prototyping & Level Design:** Unity Editor, Unreal Blueprint, Tile maps
- **Version Control:** Git, GitHub

Soft Skills:

- Rapid learner with a strong curiosity for new design tools, mechanics, and player experience.
- Strong collaborator, able to communicate effectively with designers, artists, and developers.
- Comfortable under pressure — thrives in fast-paced, feedback-driven development environments.
- Adaptable to shifting priorities and evolving design goals throughout production.
- Reliable, punctual, and detail-oriented; takes ownership of tasks and sees them through.
- Skilled in communicating design ideas clearly across multidisciplinary teams
- Passionate about creating meaningful, engaging, and polished gameplay experiences.
- Driven and solution-focused — committed to iterating, testing, and refining ideas to meet design goals.