

Trinidad Joseph Maya III

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TEAM PROJECTS *(Languages: C++, C#, Java, Assembly)*

Rampant Robot Runner (Spring 2019)

Programmer/Designer

- Conceptualized the initial game design
- Implemented UI such as menus and in-game interfaces for the player
- Lead the team consisting of several people

Ninja Star (January 2018)

Programmer/Designer

- Implemented animations and sounds in the game
- Worked on level design and obstacle interactions

Tony Penguin: Pipeline Pro (June 2017)

Programmer

- Implemented a rail grind system and in-air player controls using Visual Studio and Unity3d's API
- Created a skill check for the player when rail grinding which involved designing and implementing a UI system.
- Active communication between team members to optimize work efficiency

Ultimate Monster Coach Battle (April 2017)

Programmer

- Implemented character controllers, in game trap mechanics, main menu UI, and event system for character animations
- Game testing and debugging to assure game quality

Seismic Shift (January 2017)

Programmer/Designer

- Design of road presets for procedurally generated game scenes
- Implemented an obstacle system that randomly instantiated across the scene and triggered a sprite animation upon player interaction

LEADERSHIP/ORGANIZATIONS

Cal Poly Pomona Game Design and Development Club

President (2019-Present)

Treasurer (2017- 2018)

Active Member (2016- Present)

Student Game Developer Alliance 2017 Summit / 2018 Summit

Treasurer / Volunteer

- Helped create budget for event and reached out to organizations for needed equipment
- Volunteered for setup/cleanup and provided help to visitors

EDUCATION

Cal Poly Pomona, Pomona, CA

Computer Science Candidate, Expected graduation, Jun 2020