

AC DE LEON

SOFTWARE ENGINEER

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EDUCATION

San Diego State University

B.S. Computer Science

Class of August 2018, GPA 3.3

Co-founded SDSU's Game Development Club: Aztec Game Lab

College of Sciences Dean's List

EXPERIENCE

Aztec Game Lab · San Diego, CA

2017 - 2018

Software Engineer

- Administered game development hackathons with **30+ participants** in order to cultivate development and collaborations within the community and sponsors
- Fabricated a full-stack web application using modern technologies to engage with the community
- Facilitated intricate workshops and presentations about the video game industry and technical development

Freelance · San Diego, CA

2015 - Current

Software Engineer

- Produced easy to understand tutorials and presentations in various formats to consider learning styles
- Constructed a multitude of projects in order to try different emerging technologies and share my new research in the form of web applications to video game applications
- Taken the initiative to reach out to potential clients to offer my software development services and insight to launch satisfactory finished products

PROJECTS

Aztec Game Lab Social Hub

2018 - Current

(React.js + Node.js + Redux + Firebase + Google Cloud Platform)

- Revitalized the idea to generate community interaction between eager students and prospective companies resulting in connections with Playstation, Psyonix, and VIVE
- Engineered a full-stack application website hosting hackathons, chat rooms, and game listings for **160+ users**
- Agile/Scrum development process with 1 week sprints with 6 team members in total

React.js Hackathon Reactathon

2018

(React.js + Node.js + Redux + TokBox + Netlify)

- Pioneered a live-streaming web application that won **Top 6** Projects at Github HQ
- Won **Creativity Award** for best use of Netlify functions and services
- Programmed core application logic to play quick games, fetch API constructed images, and generate new posts
- Utilized emoji sentiment feature with Microsoft Cognitive Services machine learning to analyze players' facial expressions

SKILLS

PROGRAMMING LANGUAGES: JavaScript, Python, C#, C/C++, Java, HTML, CSS

WEB TECHNOLOGIES: React.js, Node.js, Redux, Firebase, SQL, Gatsby.js

CREATIVE SOFTWARE ENGINES: Photoshop, Illustrator, Premiere, Lightroom, Unity, Unreal