

Fernando Jose Alcazar

Software Developer & Game Designer

_____, CA | alcazarfjose@gmail.com | 209 xxx xxxx | [linkedin.com/in/alcazarfjose](https://www.linkedin.com/in/alcazarfjose)

Programmer, designer, mentor. Specializes in content generation, finding solutions, and facilitating collaboration. Experienced in supporting the growth of inclusive computer-tech communities. Passionate about expanding tech population through new accessible technology and digital spaces for an enriching digital future. Open to relocating.

WORK EXPERIENCE

Digital Nest | *Senior Software Development Associate*

August 2025 - Present | Modesto, CA

- Lead small team of junior developers through sprints, code reviews, and project deployments under Web Lead's supervision
- Develop and maintain full-stack web solutions using React, Node.js, PHP, and WordPress for community and client projects
- Collaborate cross-functionally with design and external teams to deliver high-quality software solutions for local businesses and external nonprofit partners
- Research and test innovative tools and automations addressing challenges within the Digital NEST ecosystem, including AI-assisted systems, chatbots, and web utilities which shape the company's AI tools policy

Waterford Library Intro to CS | *Mentor, Volunteer, Project Coordinator*

April 2025 - August 2025 | Waterford, CA

- Collaborated with local library to deliver educational CS initiatives aimed at connecting with teen coders in rural community
- Directed weekly two-hour sessions focused on teaching coding fundamentals through art-intersecting JavaScript p5.js library
- Helped students stay motivated by guiding them through milestone success plans and connecting with educational resources

STEAM K-12 | *Teacher, Video/ Curriculum Producer*

Jan 2025 - August 2025 | Carlsbad, CA - Remote

- Built and conducted daily remote Unity classes to provide cohorts of ~10 students with foundational game dev education
- Created and recorded engaging Python modules and video content to expand an accessible online learning library

Baskin Engineering Excellence Scholars (BEES), EOP | *Coding Mentor*

Aug 2022 - June 2024 | Santa Cruz, CA

- Mentored two cohorts of 50 at-risk computer science first-years to support their academic retention and campus involvement
- Led 10+ hours per week of instructional code coaching and STEM community building under CS/CE qualifying pathways

PROJECTS

Lamplight (2024) - **Shipped Unity Game** | *Engine Lead, Technical Artist, Physics Programmer*

- Led team through technical solutions for one-handed accessibility behind immersive first-person horror puzzle platformer
- Engineered custom experimental gravity system for dynamic gravitational direction to support open-ended level design

Short Story Games (2024 - Present) - **Self-Published Unity Games** | *Programmer, Technical Artist, Designer*

- Independently develop experimental playable narratives emphasizing novel input, expressive UI, and kinesthetic immersion
- Support subsequent projects by iterating on prototypes and mechanics based on frequent playtesting and player feedback

SKILLS AND TOOLS

Languages: C, C++, C# | Python | JavaScript | TypeScript | SQL | HTML | CSS

Tools and Engines: Unity (Netcode/ Relay) | Unreal Engine | WordPress | React.js | Node.js | Blender | FMOD

Design and Collaboration: Figma | Asana | GitHub | Spanish (Native Speaker/Reader/Writer)

EDUCATION | AWARDS

University of California, Santa Cruz | *June 2024*

Cumulative GPA: 3.7

Bachelor of Science (B.S.) in Computer Science: Game Design

Honors: Dean's List, Commencement Speaker, EOP Student Award