



Alex Nava

Game Developer / Software Engineer

alex.nava.developer@outlook.com

linkedin.com/in/alexnava86/

github.com/alexnava86

Skills

Software

- Visual Studio
- MonoDevelop
- Unity3D
- Microsoft SQL Server
- Microsoft Office
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign

Technical Languages

- C# / .NET
- C
- Java
- JavaScript
- AppleScript
- HTML / CSS
- BASH / CLI
- Transact-SQL / MySQL

Operating Systems

- Windows
- Mac OS
- Linux

Experience

Printing Plus

2017 - Present

Prepress Technician / Graphic Design / Web Admin

- Utilize JavaScript to automate graphic design work flows and build new features for Adobe Creative Suite
- Utilize VBScript and HTML to create dynamic B2B web templates for clients
- Utilize AppleScript to automate backup and archiving of physical and virtual data

Education

Tarrant County College

Computer Programming

2017

Associate of Applied Science in Computer Programming

Areas of Study: C#, C, Database Management, Programming Fundamentals, etc.

Art Institute of Dallas

Graphic Design

2009

Bachelor of Fine Art in Graphic Design

Areas of Study: Design Fundamentals, Life Drawing, Color Theory, Typography, etc.

Certifications

Microsoft

Programming in C#

Credential ID: G177-1019



HackerRank

Data Structures & Algorithms

Credential ID: 1153B305C3BA



HackerRank

SQL

Credential ID: A9BB202D9A73



Projects

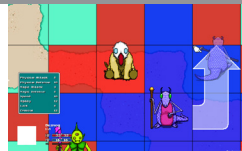
Adventure Game

Side-scrolling Action-RPG, set in a mysterious & ancient world, about a soldier who uncovers a secret about the past.



Galaxy Stone

Turn-based Strategy RPG, set in an alien world, about creatures defending their planet against hostile invaders.



True Story

Top-down Action-RPG, set in a wacky Earth-like world, about a boy and his companions who must save the world.

