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# ANGELO ESMERALDA

### **EXPERIENCE**

#### **FULL STACK SOFTWARE ENGINEER – WE2LINK**

August 2022 - Present

- Worked on software that helps people with cognitive impairment regain their independence by allowing them to create and edit memories or reminders for future events.
- The main project was 'Want2Remember' which was mainly about migrating the original mobile application to web application using ReactJS and Firebase. We used Jira for our workflow with scrum, slack to communicate, Git and GitHub for version control.

#### **EDUCATION**

## **CALIFORNIA STATE UNIVERSITY, LOS ANGELES**

- Graduating with a bachelor's degree in computer science on Spring 2023 with a current GPA of 3.5.
- Dean's List 2021.

#### **PROJECTS**

## Architome (November 2021 - Present) <u>Documentation</u>

- A dungeon crawler game I've been working on using the Unity game engine. The game has been deployed on steam for easy updates for the people who are able to test the game.
- Micromanage 5 entities, random map generation, real time stat recording, serialization system, and game AI such as sensors, threat manager, ability handling.
- Accessibility that allows users to change controls/key bindings, sounds, and graphics of the game which are also serialized.

## Personal Website (February 2022 - Present) <u>Documentation</u>

- Created with NextJS. A full stack JavaScript framework. Website
- Admin features to add, edit, and remove content which are stored on MongoDB. The content includes programming project documentations and 'about me' files.
- Developed unique custom components such as a dynamic list that consist of any elements and a markup language that is used to style blogs without changing source code.

Languages: C#, Java, JavaScript, Python, C++, MySQL. Frameworks: Unity, NextJS

### **REFERENCES**

## MICHAEL MALONE, WE2LINK CEO

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