ALBERTO **MOEDANO**

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Skills

Proficient: C# • C++ • Git • Unity • Figma

Outstanding: • UI and UX design • mobile development • problem-solving • fast learner • self-starter • positive attitude • provides objective feedback • bilingual (Spanish & English)

Education

Bachelor in Computer Science   July 2013 - December 2017 | Hidalgo, Mexico

Universidad Autónoma del Estado de Hidalgo
Academic degree assessed by The University of Toronto

Relevant courses: OOP in C++ • Compilers • Algorithms • Operating Systems • Data Structures • AI
Certification: Unity • Data Base Management

Technical Projects

Hyper-casual game | Rockets X   November 2020 - February 2021 | Chattanooga, TN
GitHub | AppStore | Google Play | Amazon AppStore

• Clean and minimalist game designed utilizing Figma to provide friendly and intuitive UI.
• Developed for IOS, Amazon, and Android in Unity 3D game engine.
• Programed in C# utilizing best practices by writing readable yet efficient code.
• Implemented online ranking and achievements, in-game currency, in-app purchases, and ads.
• Programmed system to encrypt and save player scores and currency data to prevent cheating.
• Tested IOS through TestFly and Android through Google Play Console to address any issues or bugs before launch.
• Provided maintenance post-launch to provide a seamless game for users.

Casual Game | Souls (coming soon)   March 2021 - present | Chattanooga, TN
GitHub

• Conceptualization, prototype, and design have been accomplished through Figma.
• Develop game using the Unity 3D game engine for IOS and Android platforms.
• Writing clean, well organized, and easy to read source code.
• Currently designing levels and worlds and programming the functionality.
• Daily rewards, challenges, online ranking and achievements, in-game currency, in-app purchases, popups, save system, and ads will be implemented.

Entrepreneurial Experience

Eco Studios | Co-Founder   December 2020 - Present | Chattanooga, TN
Website

Motivated by the passion I have for game development and curiosity of new technologies, my brother and I founded Eco Studios. Our mission at Eco Studios is to provide unique experiences for our users. My role in the organization is Game Developer and general advisor for websites. Working in developing hyper-casual games and websites allows us to implement new and trending technology while having fun in the process.