

# Emiliano Ramirez

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## Skills

**Languages:** Java, C#, Javascript, HTML5, CSS3

**Tools/ Technologies:** Unity Game Engine, VScode, Git

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## Experience

**Mech Island** - Unity3D / C# (Solo Project)

- designed and developed a mech-inspired first person shooter
- implemented enemy ai using navmesh agents and custom behavior scripts

**Employee Management System** - Java / JavaFX (Group Project)

- created a simple, easy to use desktop application designed to track and manage an employee database

**Tonchi** - Unity2D / C# (Solo Project)

- designed and developed a 2D action platformer based on my cat
- integrated an A\* pathfinding algorithm add-on for optimized enemy movement

**Personal Portfolio** - Javascript / HTML / CSS (Solo Project)

- built a personal website for the purpose of visually showcasing my work

**Minute Maze** - Unity3D / C# (Solo Project)

- designed and developed a procedural 3D maze simulator
  - mazes are randomly generated at runtime using Prim's algorithm
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## Education

California State University of Northridge

B.S. Computer Science, August 2019 - June 2023 (expected)

GPA: 3.5