

Emiliano Ramirez

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emilianoramirez.com

Skills

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

Tools/ Technologies: VScode, Unity Game Engine, Git

Education

California State University of Northridge

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

GPA: 3.5

Projects - github.com/emiram01

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 - HTML5 / CSS3 / Javascript (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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Additional

Crew Member

McDonalds, April 2019 - November 2019

Tutor | FAANG Coding Club, 2021 - present

Bilingual - English, Spanish