IAN MICHAEL JESU ALVAREZ

562-716-4078 ✉ alvarezian23@gmail.com 🗁 https://blinkproductions.github.io/MySite
🖳 https://www.linkedin.com/in/ian-michael-jesu-alvarez-4a056717a/

⚙ SKILLS & ABILITIES

Programming Languages: C/C++, C#, Python, Java, HTML, CSS, JavaScript, Bootstrap, SQL
Tools: Unreal Engine, Unity, Visual Studio, Visual Studio Code, Modo, Blender, Rider for Unreal, Adobe Creative Suite
Project Management: Shortcut, Jira, Trello, GitHub, Discord **Agile Experience:** Scrum, Kanban
Bilingual: English (Fluent), Tagalog (Fluent)

- Experienced in 3D math and basic physics
- Effective at creating networked gameplay features, player movements, animation blend spaces, and user interfaces

⫸ WORK EXPERIENCE

Refactor Games, *Videogame Engineer*   **Present**

- Implemented gameplay features that is networked and ready for multiplayer
- Programmed AI using perception, behavior trees, and a blackboard that can be easily reused
- Created animation blueprints with state machines

Dreams For Schools, *AppJam+ Mentor*   **07/20 – 12/20**

- Prepared students to present their project in front of industry leaders and school district officials
- Mentored 20 middle school students on how to create an application using block-style coding
- Lead in-team meetings on weekly lesson plans

🗁 PROJECT EXPERIENCE

Battleground Mars

- Third person shooter multiplayer game
- **Role:** Gameplay Engineer (Unreal Engine 4)
- Created a new game mode that is networked for multiplayer support
- Programmed respawn mechanic in conquest game mode

Xtraction

- Third person shooter where the player must extract an objective and eliminate all the enemies
- **Role:** Gameplay Programmer (Unreal Engine 4)
- Created player movement with animation blend spaces
- Developed an AI that follows a behavior tree and a black board

Phosphorous

- 2D top down horror adventure game filled with thrilling immersion and puzzles
- **Role:** Lead Programmer / Gameplay Programmer (Unreal Engine 4)
- Completed an actor component for the inventory system of the player that is easily modified
- Increased production by making a framework for pickup items
- **Accomplishment:** Game jam submission chosen to represent university

Golf 2.0 Gone Clubbin'

- 2D golf game akin to angry birds where the player attempts to stop a demonic invasion using balls with unusual powers
- **Role:** Gameplay Programmer
- Created framework for golf balls that makes the player teleport, have the ball acts as a grenade, and a homing missile
- Designed an animated UI the player can use for the game

🎓 EDUCATION

BACHELOR OF COMPUTER SCIENCE *California State University, Fullerton*   **2020, GPA:** 3.29

- Cooperated in numerous game jams
- **Clubs:** Video Game Development Club, Bowling Club
- **Awards:** Dean's List 2017, 2019

RELEVANT COURSEWORK

University

- Video Game Development, Data Structures, Algorithm Engineering, Compiler Design, Computer Organization And Assembly, Discrete Mathematics, Front-End & Back-End Engineering

Udemy

- UE4 C++ Developer, Perceptive AI in UE4, C# Unity Game Developer, Linear Algebra