

Ian Michael Jesu Alvarez

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Work Experience

Refactor Games | *Software Engineer*

01/22 - Present

Trove: Golden Tides (Unreal Engine 4, MMO MOBA/RPG)

- Created modular AI Behavior Tree Systems, Tasks, and Services working in tandem with animation blueprints for satisfying PvE combat (Bosses, NPCs, Minions)
- Implemented AI Perception System and use AI profiling
- Trained and directed a cinematic animation studio to integrate their workflow into gameplay mechanics

Battleground Mars (Unreal Engine 4, Multiplayer FPS/TPS)

- Integrated networked vehicles, Gameplay Mechanics, Projectiles, and Level Design

Journeyman (Unreal Engine 5, Multiplayer ARPG)

- Built a modular game mode system that designers and engineers can utilize
- Boosted productivity by allowing developers to easily prototype, and debug new game modes
- Developed Deathmatch and Capture The Flag Game Mode, AI, and blockout level design

Football Simulator (Unity, Shipped on 6/9/22)

- Tested existing game systems and report bugs
- Improved hot fix rate through community management

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

Other Projects | *Indie Game Developer*

- **Xtraction** (Unreal Engine 4, Action TPS)
- **Phosphorous** (Unreal Engine 4, Horror RPG)
- **Golf 2.0 Gone Clubbin'** (Unreal Engine 4, Shipped on 5/1/20)
 - Game jam submission chosen to represent university

Skills

- **Programming Languages:** C/C++, C#, Python, HTML, CSS, JavaScript, Bootstrap, SQL
- **Tools:** Unreal Engine 4/5, Unity, Rider, Visual Studio, Modo, Blender, Adobe Creative
- **Project Management:** Jira, Shortcut, Confluence, Trello, Perforce, GitHub, Scrum, Kanban
- **Bilingual:** English (Fluent), Tagalog (Fluent)

Education

BACHELOR OF COMPUTER SCIENCE | *California State University, Fullerton*

2020, GPA: 3.29

- **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