

IAN MICHAEL JESU ALVAREZ

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⚙️ 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: Jira, Trello, GitHub, Discord **Agile Experience:** Scrum, Kanban

Bilingual: English (Fluent), Tagalog (Fluent)

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

🎓 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

📁 PROJECT EXPERIENCE

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

Analyzing Mergesort & Quicksort (C++)

- Programmed the merge-sort and quick-sort using a merge helper function, and the Hoare partition.
- Proved the difference in average time performance despite the same algorithmic efficiency

Music Service API

- An API that lets users create user accounts, tracks, and playlists like Spotify
- Implemented using Python 3, Flask, SQLite

»» WORK EXPERIENCE

Dreams For Schools, AppJam+ Mentor

10/18 – 02/20

- Prepared students to present their project in front on 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

07/20 – 12/20

United States Postal Service, Mail Processing Assistant

- Delivered tasks earlier than the deadline
- Delegated tasks equally to assigned team