Brian Navarro

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Brian Navarro | LinkedIn

PROJECTS

Sentinel's Shadow - Unity Engine/C#/Game Design

Itch.io Demo

A rogue-like, third-person shooter.

- Used Unity's ProBuilder tools to build modular and optimized level layouts.
- Built gameplay mechanics and UI in Unity using C#.
- Published a playable prototype and iterated based on game testing.
- Designed, created, and implemented 3D game objects using Blender.
- Integrated sound effects and music using Unity's Audio system.
- Used version control (Git) to manage development milestones and backups.
- Organized assets and scenes for modular level editing and efficient collaboration.

E-Market Trove - React/JavaScript/Node.js/CSS

GitHub Repository

A user-driven e-commerce site for browsing, purchasing, and listing household items with account, payment, and receipt features.

- Built an interactive user rating system using React for an online store interface.
- Employed responsive design and accessibility best practices.
- Collaborated in a cross-functional team using Agile practices.

EDUCATION / CERTIFICATIONS

California State University of Fullerton – Fullerton, CA	Graduated May 2025
Bachelor of Science in Computer Science	
Cypress Community College – Cypress, CA	Graduated May 2023
Associate in Science	
Google Cloud Data Analytics Certificate	May 2025
Google Project Management	May 2025
The Basics of Scrum	March 2025
Free Introduction: Basics of Disciplined Agile TM Online Course	March 2025

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Introduction to FinOps

March 2025

SKILLS

- Project Management
- Critical Thinking
- Teamwork
- Time Management
- Agile Methodologies
- Research Skills
- Experience with Git
- Experience with GIMP
- Programming
 Languages (Python and
 C#)
- Data Analysis
- UI/UX Design
- Analytical Skils
- Experience with SQL
- Experience with Visual Studio Code

- Working Knowledge of Unity
- Adaptability
- Bilingual (Spanish)
- Experience with React
- Experience with <u>node.js</u>
- Experience with Blender