

# Jenzel Villanueva

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## Objective

To contribute to your company as an Entry Level Software Developer.

## Education

### Bachelor of Science, Computer Science and Systems

March 2019

*University of Washington Tacoma*

### Associates in Applied Science, Computer Programming and Web Development

June 2016

*Clover Park Technical College*

## Project Experience

### Project LifeRail (working title)

2019 - present

**Roles:** Own project. Lead primary developer, designer, and artist for character assets.

**Languages:** C#

**Misc:** A 2D top-down pixel art styled dungeon crawler and town builder video game project. You will explore various places where you help local townsfolk and fight off masked slimes and other enemies. Your main task is to restructure and customize your town and learn the history of the town's railway system in order to progress. Currently self-driven to learn and implement how to program script behaviors and structure of project within the Unity game engine.

### Never Late Salaryman

2018, 2019 - present

**Roles:** Lead primary designer and artist for character assets in a team of 4.

**Languages:** HTML, JavaScript, C#

**Misc:** A 2D side-scroller pixel art styled video game about an average salaryman who uses a grappling hook in order to traverse through different areas of a city get to work on time. He will face many obstacles, such as construction workers, police officers, birds, and even sumo wrestlers. This was a 4-person project, completed in 10 weeks. This game is now being remade from scratch using the Unity game engine to improve from the original.

### Web Development, Personal Website

2016

**Roles:** Website programmer, setting up code and website format.

**Languages:** HTML, CSS

**Misc:** A basic website consisting of a main page, gallery, resume, and about pages about myself. Developed and established using HTML, CSS and Entity Framework for a web development class.

### Object-Oriented Analysis and Design, Bowling Application

2016

**Roles:** Responsible for managing debugging and defective behavior in software

**Languages:** C#

**Misc:** Developed and managed a bowling application for a local bowling alley using Visual Studio debugging tools. Running code, applying breakpoints to lines of suspected code, start debugging, and rewriting new code to retest.

## Professional Experience

### Summer Internships, OMAX Corporation

June 2016 - May 2019

2016: Organized booklets and Excel database of Safety Data Sheet by researching and contacting suppliers for information.

2017: Inventory Clerk position, involves managing, updating, and organizing outgoing warehouse parts and supplies.

2018: Field Service Data Collection, consisting of analyzing and evaluating a database of resolved customer service issues.

2019: Assembled filtration components for waterjet abrasive cutting machines.

## Interests and Achievements

- Awarded Dean's List 2016
- Attended Clubs: UWT Super Smash Bros. Club, FASA sa UWT (Filipino American Student Association)
- Cartoon and Game Artist: Digital Illustration and Fan Artwork. <https://ko-fi.com/chainchomp7?action=gallery>
- Favorite Game Series: Super Mario, The Legend of Zelda, EarthBound, Undertale, Super Smash Bros.