

Citlalli Hernandez

Computer Scientist

✉ tallihernandez@gmail.com ☎ (805)824-5003 📍 Oxnard, CA

🌐 Citlalli_H 🐙 cheran85 📺 Citlalli_H

Career Objective

Collaborative Computer Science: Game Design graduate, looking to gain experience in all things computer science to further knowledge in a professional setting. Has experience working in group and team settings; in addition to picking up tasks to work independently. Enjoys learning and is dedicated in learning whatever skills needed to finish a goal

Skills

Tools

- GitHub • Phaser • Crisp-Game-Lib • Visual Studio Code
- Linux • LaTeX • Audacity • Adobe Premiere Rush
- Adobe Illustrator • Maya • Adobe Substance Painter • Unity
- Metasounds • PureData • Android Studio • XCode

Experience

Team Game Development 📅 2020-2023

- Collaborated on a team to develop virtual games
- Developed Game Mechanics using Phaser, Javascript, Unity, and Crisp-Game-Lib
- Developed UI using Phaser, Javascript, Unity and Crisp-Game-Lib
- Help develop certain aspects of character, world and UI Design

Projects

Lucky 📅 - Programmer - 2023

- Helped Program the mechanics of the game in Unity
 - Programmed a generator to recreate slot machines
 - Programmed Turn Based Battle System
 - Programmed a Dialogue System using JSON
- Worked with Art, Writing, Design and Programming to develop the game further
- Presented Game in a Showcase

You are a Ghost 📅 - Programmer - 2023

- Lead Programmer- Programmed the game in Unity
 - Programmed a Dialogue System using JSON
 - Programmed a Path finding system
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- Worked with Art, Writing, Design and Programming to develop the game further
- Presented Game in Virtual Showcase

Education

B.S
Computer Science:
Computer Game Design
**University of California,
Santa Cruz**
📅 2019-2023
🎓 GPA: 3.64

Soft Skills

- Leadership
- Collaboration
- Communication
- Customer Service
- Teaching
- Able to learn quickly
- Able to work independently

Programming

- Python
- C, C++, C#
- JavaScript
- WebGL
- Html
- Kotlin
- Swift