Andrés Fernández-Noriega

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EDUCATION

Boston College Morrissey College of Arts and Sciences   Chestnut Hill, MA

B.A in Computer Science, Minor in Music   May 2021

- Current GPA: 3.251

SKILLS & PROFICIENCIES

Technologies:
- **Languages:** Fluent in Java, JavaScript. Proficient in Python, SQL, C#. Familiar with C.
- **Software:** Unity (Game Engine)

Communication:
- **Languages:** Fluent in English, Spanish. Proficient in French. Elementary in Japanese.
- **Arts**: Piano Performance & Transcription.

PROJECTS (github.com/fdznoriega)

Viney Vibes - Mobile Game in 3 Months   November - February 2021

Co-Developer
- Ideated with a team of three others on a potential game topic.
- Built a paper prototype to test validity of game idea.
- Designed and implemented a grid system in **C#** for **Unity** where obstacles and pickups could spawn and interact with the player's pieces.
- Deleted elements out of camera view, preventing performance deterioration over time.
- Communicated with team artist and marketing lead frequently.
- Triaged features, organized team priorities, and kept them updated on Trello.
- Built and published to the App Store and Google Play Store.

Spark - List Managing Discord Bot   June - August 2020

Solo Developer
- Used **Node.js**, **Discord.js**, and **JavaScript** to get the Discord chat bot up and running.
- Read and wrote **JSON** files on message to keep track of the event list and a watch list.
- Kept track of which server received the message to update the correct message/JSON file.

Text-Based Adventure Game   August 2018 - May 2019

Solo Developer
- Wrote a working prototype in **Java** that used console in/out and read text files as levels.
- Rewrote the code using Robert Martin's **Clean Architecture** as an exercise in Object-Oriented Programming to achieve flexibility in Input/Output.

LEADERSHIP

Boston College Fighting Games Committee   August 2019 – Present

Founder & Committee Lead
- Established to foster an understanding of and a passion for all Fighting Games.
- Ran community events (such as tournaments and casual hangouts) to promote bonding.