

# Frank Velazquez

Software Engineer

## Personal Info

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**Date of birth**  
03-18-1996

## Skills

- Able to effectively communicate complex ideas with all levels of people
- Exceptional Problem Solver
- Strong time management skills
- Proficient in Unity Engine
- Proficient in 3D Modeling/Rigging
- Proficient in Unreal Engine
- Proficient in Graphic Design (UI)
- Experienced in sound development

## Software

- World of Warcraft (10 years)
- Diablo III (2 years)
- Unity 3D Engine
- AutoDesk Maya, 3Ds Max
- Photoshop
- XCode
- Android Studio
- Unreal Engine

## Languages

- C++(4 years)
- C# (2 years)
- Swift/Objective-C (2 years)
- HTML/CSS
- JavaScript
- MATLAB
- Spanish

My objective is to apply the game design knowledge I've acquired throughout the years in a creative and meaningful way. Rigorous and extensive practice in the art of app development has enabled me to become well versed in multiple aspects of the game design pipeline. My greatest strength as a developer and creator is the value I place in being versatile. Being proficient in multiple disciplines not only makes me more effective, but it enables me to communicate ideas and concepts more effectively.

## Experience

2015 - present	<b>Starkware Computers, LLC</b> <b>Founder</b> <b>Responsibilities:</b> In February 2015, me and a group of motivated individuals founded a small independent studio with the focus of acquiring the tools to succeed in the app development industry. As an independent entrepreneur, I led a small multi-disciplined team in the development of multiple apps. During my time as an independent developer I gained the following skills: <ul style="list-style-type: none"><li>• Acquired enhanced engineering and development skills.</li><li>• Demonstrated leadership and communication skills.</li><li>• Acquired experience as a software engineer.</li><li>• Learned how to communicate my ideas with people of multiple disciplines and backgrounds.</li><li>• Acquired a firm understanding of the video game market.</li><li>• Gained an understanding of the tastes of the consumer.</li></ul>
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## Education

09-2014 - present	<b>Rutgers University School of Engineering, New Brunswick, NJ</b> Bachelors, Electrical and Computer Engineering, 3.1 GPA. Minor, Astrophysics
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## Projects (Photos and Source Code Included with Application)

07-2015 - 02-2016	<b>Call it Teddy (Finished Project) - iOS</b> <i><b>Starkware Computers</b></i> Call it Teddy was the first project I undertook as an independent entrepreneur. It is a 2D endless scroller/shooter where the objective of the game was to earn as many points as possible. In the year I spent developing this project, I acquired the following skills: <ul style="list-style-type: none"><li>• Gameplay design</li><li>• UI Design</li><li>• Sprite design/Animations</li><li>• AdMob monetization</li></ul>
07-2016 - present	<b>Lostborn (Current Project) - iOS, Android, PC</b> <i><b>Starkware Computers</b></i> Lostborn is the most ambitious project I've undertaken to date. Modeled after an open world RPG, it was designed to push the mobile platform to its boundaries. The game was designed around captivating gameplay and expansively beautiful environments. Due to the project's scope, multiple people of different disciplines were brought on board for the development of the game. It is not only my greatest accomplishment as an engineer, but as a creator.
02-2016 - 05-2016	<b>Stockers (Finished Project) - Android</b> <i><b>School Software Engineering Project</b></i> Stockers is an Android stock trading app me and my peers developed as part of our junior software engineering project. The application was designed to be a trading simulator where the user was given a certain amount of funds and was then free to purchase or sell real world stocks. The application would pull live information from the stock market and would update the user's stocks and portfolio. While developing this application I became proficient in the following: <ul style="list-style-type: none"><li>• Large team development</li><li>• Android Studio</li><li>• SQL Lite and Database Manipulation</li><li>• User Experience and Ease of Use</li></ul>