

Technical Skills

Engines

Unity 2D/3D

Unreal Engine

Programming Languages

C#

C++

Sound

Reaper

FMOD

Other

GitHub

Jira

Miro

Soft Skills

Communication Skills

Interpersonal Skills

Adaptable

Quick Learner

Team Player

Critical Thinker

Punctual

Languages

English

Primary Fluency

Spanish

Limited Working Proficiency

Interests

Playing Video Games

Exercising/Fitness

Learning Guitar

Playing Sports

Doodling

Programmer

Qualifications

- Familiarity with Unity 2D/3D and Unreal engine. Can navigate each engine efficiently with basic understanding of how each engine handles asset management.
- Knowledgeable in C# with experience scripting, documenting, testing, and debugging.
- Learning C++ programming through online courses from Udemy and plan on expanding my knowledge through personal projects.
- Have basic understandings of sound design concepts and have experience using Reaper & FMOD.
- Experience using version control software and its concepts such as committing, pulling/pushing, merging, and avoiding/handling conflicts.
- Experience using the Agile methodology and concepts such as scrums, sprints, kanban, Gantt charts, epics, user stories, etc.
- Experience using organization software such as Miro.

Education

Game Design – Honours Bachelour Degree
Sheridan College, Oakville, ON

Expected APR 2024

- Honours GPA 3.72.

Work Experience

Front-End Supervisor – NOV 2021 to OCT 2022

MAR 2017 to Present

Real Canadian Superstore – Mississauga, ON

- Showed good work ethic as a Service Clerk that evolved into becoming a Front-End Supervisor.
- Demonstrated problem-solving skills when an issue arises on the lanes or at customer service.
- Ability to effectively communicate between departments to resolve issues.
- Managed a small group of workers to ensure the Front-End operated as smoothly as possible.