

DAVID VILLANUEVA

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Computer programmer, Writer & Author, Audio Engineer, College Student.

Hello, everyone. My name is **David**. I am an Author & Writer, Level Designer, Modder, Musician, and Videographer.

I am hoping to one day work as a Junior Developer and eventually land a Lead Design position. But for now, I am content working with SQL and developing my coding knowledge as a freelance writer.

I often stream online via Twitch.com and my mods have reached over 200k viewers with up to 20k downloads. I also love to teach others how to work in level design. My tags: #laghettogaming #aop

Tech skills:

Creation Engine, Xedit, nifskope, blender, Unreal, basic python and C#.

Currently learning html and python.

I started modifying games back when Advance Map was a thing for the Nintendo gba emulation. Since then I have moved onto 3D modification with Bethesda's Creation Engine. Now, I am learning more about coding and html applicability.

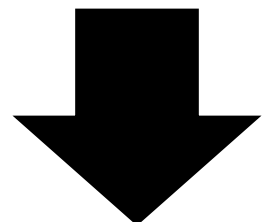
English, Poetry & Critical Writing:

I received my GED in high school and continued my education at Fullerton College from **2011-2013** where I studied advance critical thinking, grammatical essays and English argumentative theses using business MLA format.

In **2013** I went through a younger "midlife" crisis and have been away from school since then. I have gone through some heavy financial setbacks but I have decided to finish my AA degree at Riverside College. My new major upon transferring will now focus on **Computer Science** with a minor in **English**.

Despite my schooling, I have not wavered on my love for writing.

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Since 2010, I have published over 14 collections of poetry with around 28 in total. Yeah, I know. I have the real-life Steven King symptom of prolific writing and I feel bad for any editor that must work for me. You can read the full catalogue on my website, but here is my latest book release Jan 9th 2023, *The Poetics I*.

Source : <https://t.co/2TGSML9hBj>

Audio Engineering

Alongside computers, I also have some experience with audio engineering such as working with DAWs(digital audio workstations) like FL Studio and other various third party plugins and programs to mix and master audio. This work consists of knowing audio levels, compression, EQ, reverb, music theory and even instrumental talent.

Videography & Editing

Ontop of my musical knowledge, I also spend time working with filming, editing video quality and all that consists of recording, editing and the publishing process. My choice of editors is always going to be Adobe Premier Pro.

Conclusion

Thank you to everyone for reading this work-related resume. If you're wondering where my past **work history** is, please don't bother. I was in high school, I went to college, and I stayed working labor jobs in warehouses. I learned all these skills on my own. Now I am applying for jobs that require more than just unloading trailers. So instead, please consider my sources below.

Github	https://github.com/hostlaghetto714
Modder	https://www.nexusmods.com/skyrimspcialedition/users/41625875?tab=about+me
Amazon	https://t.co/2TGSML9hBj
Youtube	https://www.youtube.com/@theartofpeace3592/featured
Website	https://davidvilla714.wixsite.com/the-art-of-peace
Linkedin	www.linkedin.com/in/david-villanueva714