Jose Hernandez – Programmer

Phone: (772) 626-7970

Email: jose34953@gmail.com

Mailing Address: 1932 SW Morelia Ln. Port St. Lucie, Fl.

Programming Portfolio: https://jose34953.wixsite.com/website

Skills

- Programming
    - C++
    - C#
    - C
    - Unreal Visual Scripting
    - Java
    - JavaScript
- Art
    - Traditional Art
    - Digital Art
- Game Design

Skills

- Tools
    - Visual Studios:
    - Unreal Blueprints
    - XCode
    - Netbeans
    - Oil, and acrylic paint, charcoal, pencil, and soft pastels
    - Adobe Photoshop, and Illustrator
    - Unity
    - Unreal Engine
    - Tortoise SVN
    - Source Tree

Experience

Trench Squad Games: Knockout University – *Programmer, UCF, Orlando, Fl 2019*

- KnockOut University is a Mixed Dimension Side-Scroller Beat em' up built for the PC in UE4.
- The main characters Logan and Luci are siblings that attend a prestigious fight school, and it's finals day.

Dog In Top Hat: Squire – *Programmer, UCF, Orlando, Fl 2019*

- A 3D fantasy game made in Unreal where the player manages a knight as their squire.

Too Pretty Studios: Aqueducts – *Programmer / Creative Director, UCF, Orlando, Fl 2019*

- A 2D mobile game made in Unity for Android.
- The player drags and drops, a limited number of, aqueducts that redirect water down mountain avoiding villager's homes, and keeping it from falling off the sides of the screen.

Education

The University of Central Florida, Orlando, Fl 2019

- B.A. in Digital Media
- Game Design Track

Indian River State College, Port St Lucie, Fl 2015

- A.A. General Education