

Juan Marcos Nuñez Urena

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EDUCATION

Baruch College - City University of New York

Expected Graduation: May 2026

B.S of Computer Science | Minor in Communications
Relevant Coursework: Data Structures & Algorithms

TECHNICAL SKILLS

Programming Languages: Python, SQL, C# (basic), HTML, CSS, Java (basic)

Programming Tools: Git, Flask, Heroku, Jira, Godot, Unity, Markdown

PROFESSIONAL EXPERIENCE

Atahibe Studios LLC | *Programmer*

November 2023 - Present

- Led a 5-member team in implementing advanced gameplay systems, player character controls, enemy AI behaviors, and procedural level generation for our debut game title, Squire.
- Designed a Finite State Machine using Python to control player and enemy AI interactions, enhancing workflow efficiency and standardizing conventions.
- Applied software engineering best practices such as version control with Git, code documentation, and unit testing to maintain code quality and support long-term project scalability and maintenance.

The Latin American Cultural Heritage | *Treasurer*

August 2021 - Present

- Prepared annual community event budgets, and processed donations and transactions, while keeping accurate maintenance and review of financial records.
- Coordinated logistics and assisted in event production for various non-profit initiatives, including venue selection, vendor management, and volunteer scheduling, resulting in well-organized and impactful community gatherings.

Inclusive Links | *HR Assistant*

March 2021 - June 2023

- Managed sensitive employee and client documentation filing, ensuring accuracy and confidentiality.
- Supported over 500 employees by addressing check and expense inquiries, demonstrating strong customer service skills.
- Processed company expenses and invoices, ensuring accurate and organized data entry while maintaining compliance with confidentiality requirements.

PROJECTS

RestRight - Sleep Calculator Website | *Python* | *HTML5* | *CSS* | *JavaScript* | *Flask* | *Git*

March 2021 - June 2023

- Developed a Flask-based web application that calculates optimal sleep times based on user input, using Python for backend logic to handle real-time form data processing and calculations.
- Designed and implemented a responsive front-end interface with HTML and CSS, enabling consistent user experience across various mobile, tablet, and desktop devices.
- Integrated server-side validation to manage user inputs effectively, enhancing reliability and the overall user experience.

ADHD-Friendly To-Do App (In-Progress) | *Python* | *SQLAlchemy* | *JavaScript* | *Flask* | *JWT*

March 2021 - June 2023

- Built a RESTful API with Flask and SQLAlchemy to manage user accounts, daily goals, sticker rewards, and social features, enabling robust data management and scalability.
- Implemented user authentication and authorization using Flask-JWT-Extended, securing endpoints and managing user sessions effectively.

Squire (2D Roguelite Action Platformer) (In-Progress) | *Godot* | *GDScript* | *Git* |

- Architected and implemented core game systems in Godot 4.2 using GDScript, including a modular player controller with optimized movement, attack, parry, and block mechanics. Leveraged state machine patterns for managing player states and ensuring smooth transitions between animations and actions.
- Enhanced data handling by structuring character abilities and upgrades within dictionaries and custom resource files, reducing lookup times and simplifying asset management. Used object pooling to efficiently manage in-game enemies, reducing memory usage by ~20%.

ADDITIONAL SKILLS

Language: Spanish (proficient), English (fluent)

Applications: Google Suite, Microsoft Office, Microsoft Excel, and Adobe Software