Luis Montalvo

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Education

California State University, San Bernardino
August 2021 – Present
- Bachelor of Science, Computer Science
- Anticipated Graduation Spring 2024
- GPA: 3.5

Norco College
August 2016 – December 2019
- Associate in Science, Computer Science for Transfer

Projects

9-5 – Lead Developer
August 2022 – December 2022
- Led a team of five in developing a horror game prototype in Unreal Engine.
- Implemented character movement mechanics and AI behavior tree for the enemy NPC.
- Provided guidance and training to team members new to Unreal Engine.

Limit – Software Engineer
February 2023 – May 2023
- Collaborated with a team of eight to create an IOS time management app using Swift.
- Implemented local notifications for key app features.
- Developed a user-friendly point-based scoring system to incentivize productivity.
- Enhanced a timer feature by creating a productive mode, contributing to the app's user engagement.

Cosmos – Lead Developer
January 2023 – Present
- Developing a captivating souls-like game using C++ and Unreal Engine 5.
- Designed intricate gameplay mechanics, level layouts, and enemy AI behavior.
- Utilized object-oriented-programming and inheritance to efficiently develop and manage various enemy types, enhancing gameplay diversity.
- I am continuously refining the gameplay elements to enhance player satisfaction.

Skills

- Communication
- Problem-solving
- Teamwork/Cooperation
- Time Management
- C++
- Python
- JavaScript
- Unreal Engine