

Gameplay/UI/UX Programmer | Unreal Engines & Unity

CONTACT

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SUMMARY

Currently studying at University of the Incarnate Word in 3D Animation and Game Design major and pursuing Bachelor's degree in Fine Arts. Concentrating in Programming, as well as learning and expertise in C#, C++, and Python. From not touching code up until college i realized really quickly i enjoyed and have a passion for programming.

PROFESSIONAL EXPERIENCE

No professional experience yet

TECHNICAL SKILLS

- Languages: C# , C++, Python
- Game Engines: Unity, Unreal Engines
- Tools: Git, Visual Studio, VSCode

EDUCATION

University of the Incarnate Word | 2024-2028

Bachelor's degree in Fine Arts, Majoring in 3D Animation and Game Design

- GPA: 3.08
- Concentrating in Game Programming
- Relevant Coursework: Game Engines, Programming languages, Game programming 1

Temple high school | 2020-2024

High School Diploma

- GPA: 3.97
- Graphic design for all 4 years

CERTIFICATES

Adobe Certified Associate in Visual Design Using Adobe Photoshop | 2024

Adobe Certified Associate in Graphic Design & Illustration Using Adobe Illustrator | 2024