Miguel Hernandez

Game Developer & Designer

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Objective

Fast learner with an enthusiasm for building/maintaining software. Knowledgeable in a wide variety of computer languages.

Experience

Adventure Works, Miami, FL — *Gameplay Programmer*

OCT 2018 - Present

- Collaborate with Designers to implement new Gameplay mechanics based on desired features, and to create new game level ideas..
- Coordinate with Designers on iterating and improving existing features/mechanics using C++ and C#.
- Conduct manual testing of game features.
- Create rapid prototypes using Unity and Unreal game engines.

PC911 Computer Repair, Miami, FL — *Technician*

MAY 2018 - OCT 2018

- Diagnose and repair computers and phones in a highly paced environment.
- Build custom computers and troubleshoot all kind of problems on customer's devices..

Smartphone Miami, Miami, FL— *Technician*

JULY 2016 - APR 2018

- Provide excellent customer service.
- Troubleshoot and fix phones, computers, and other devices.

Education

JAN 2017 - MAY 2019

- Miami Dade College, Miami, FL – *AS Game Development and Design.*

JUL 2019 - Present

- Udemy, Online Bootcamp – *Full Stack Web Development.*

Skills

Design
Photoshop, Illustrator, Adobe Premiere, Final Cut X, Wordpress.

Prototyping
Unity, Unreal.

Coding
C++, C#, HTML, CSS.

Teamwork
Jira, Trello, Backlog, Github, SVN, Perforce.

Other
Blender, Wwise, Visual Studio, Xcode.

Interests

Swift, JavaScript, Python, 3D Animation, Modeling, Game Design.

Languages

English - Spanish