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EDUCATION

California Polytechnic State University, Pomona

Pursuing Bachelor of Science in Computer Science Degree

SKILLS

- Programming Languages: Java, JavaScript (NodeJS), Python, C#, C++, HTML5, CSS
- Developer Tools: Unity3D, Eclipse, Scratch, GameMaker, Github, Maven, Bootstrap
- Media Programs: PiskelApp, Bosca Ceoil, Audacity, Microsoft Office Suite

EXPERIENCE

Double Axion Games Internship – Unity Game Programmer Date: July 2017 – September 2018

- Worked in the Multiverse Games, Inc. sector to improve bought IPs with educational content for children (learn while playing)
- Developed a 2d solo project with Android/Windows support in Unity: designed gameplay, created music and art assets, and programmed gameplay and UI
- Completely programmed an Android game that is currently in beta testing on the Play Store with online multiplayer, leaderboard, AI, gameplay features, and in app purchases

Cal Poly Pomona Game Design & Development Club – Vice President Date: September 2018 – Present

- Organized the annual Summit for the Student Game Developer's Alliance (site: sgda.io)
- Presented and demonstrated Unity workshops and games to over sixty members
- Managed events such as game nights, a design contest, and an annual Game Pitch

Hackathons & Global Game Jam - Programming, Design, and QA Testing Date: September 2016 - Present

- Programmed UI, gameplay, and design elements
- Performed QA Testing for hackathon projects
- Titles: Super Hell Warriors, HydroHunters, Spider Beach, Ninja Star, Mr. Mustache and his Minions, S'more Madness

Chegg, Wyzant, TeamViewer – Mathematics, Logic, & Computer Science Tutor Date: September 2015 – Present

- Teaching a 4th grade student to program games in Scratch, GameMaker, and Unity
- Help students online with subjects for higher grades and to learn outside material

Amritt Ventures, Inc. Summer Internship – Computer Management Intern Date: July 2015 - August 2015

- Reworked the HTML newsletter, maintained it, and wrote articles for the website