

Roberto K Bonilla Reyes

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OBJECTIVE

Hard-working and detail-oriented individual with the ability to learn new concepts quickly, looking to apply my experience to a career in the serious game industry.

PREVIOUS WORK EXPERIENCE

National Elevator Institute Educational Program <i>Development Administrator</i>	Cumberland, Rhode Island	December 2019 - Present
United States Postal Service <i>Rural Carrier Associate</i>	Cumberland, Rhode Island	December 2016 - December 2019
CVS/pharmacy <i>Pharmacy Technician</i>	North Smithfield , Rhode Island	September 2014 - December 2016

COMPLETED PROJECTS

Dankest Dungeon May 2022
Lead Programmer - Small first person dungeon crawler

Bonkey Kong May 2022
Lead Programmer - Donkey clone created in Monogame

EDUCATION

New England Institute of Technology East Greenwich, Rhode Island
Bachelor of Science, Expected March 2024

TECHNICAL SKILLS

- Proficient in C++, C#, and Python
- Proficient in 2d and 3d game development using the Unity game engine
- Proficient in database creation and manipulation with SQL
- Experienced with Agile and SCRUM workflows
- Experienced with burndown list utilization

INTRAPERSONAL SKILLS

- Excellent quantitative skills
- Excellent communication skills
- Customer satisfaction oriented
- Adept at customer needs assessment
- Proficient at conflict resolution
- Creative problem solver
- Excellent time management

LANGUAGES

- English
- Spanish

References are available upon request.