

# Rudolph Cacho Hernandez

rudolphcacho@gmail.com | (408)767-3340 | [linkedin.com/in/rudycacho](https://www.linkedin.com/in/rudycacho) | [github.com/rudycacho](https://github.com/rudycacho)

## SKILLS & INTERESTS

---

**Computer:** Jira | Trello | C# | Java | Unreal Engine | Unity | Visual Studio / Code | JetBrains IDE

**Languages:** Bilingual | English and Spanish

**Interests:** Video Games | Virtual and Augmented Reality (XR) | AI | Software Modding | User Generated Content (UGC)

## EDUCATION

---

**California State University, Monterey Bay**

**Seaside, California**

*Bachelor of Science in Computer Science*

*May 2026*

- **Relevant Coursework:** Software Design, Graphics Programming, Computer Networking, Database Systems, Game Development, Operating Systems, Design & Analysis of Algorithms

**Gavilan College**

**Gilroy, California**

*Associate of Science in Computer Programming*

*May 2024*

- **Relevant Coursework:** Python Programming, C++ Programming, Data Structures, Java Programming, Computer Architecture, Calculus, Physics

## PROJECTS

---

**Drowned Light - Single Player Unity Horror Game**

*Lead Developer / Designer*

- Led development in a team of four and collaboration across art, level design, and code, coordinated project throughout 4 weeks and handled task delegation.
- Led architecture and implementation of core systems including state-based enemy AI, stamina/sanity mechanics, interaction logic, and custom UI in Unity using C#.
- Applied software engineering principles such as modular design, event-driven programming, and interface-based contracts for scalable gameplay components.
- Optimized player movement and performance-heavy systems (e.g., enemy pathfinding, HUD fading, audio triggers) for consistent behavior across varying frame rates.

**Library Database Android Application**

*Solo Programmer*

- Implemented user management, book check-in/out processes, and an administrative portal for adding or removing entries as well as logging.
- Utilized Java to develop the application's core functionalities, ensuring robust performance and maintainability.
- Used Gradle for build automation, enhancing project scalability and simplifying dependency management.

## WORK EXPERIENCE

---

**Vankrupt Games**

**Vancouver, Canada (Remote)**

*Quality Assurance Tester*

*May 2021 - Current*

- Conducted validation testing across multiple virtual reality platforms ensuring quality and performance before new updates were launched.
- Provided detailed feedback on reports for the development team to read and apply to the product.
- Applied tools such as Atlassian Jira and Trello to report issues, organized, and assigned them.
- Used problem solving skills to replicate known issues and figure out what causes them.

- Utilized knowledge of Unreal Engine and how to create test cases for modding platform before community release.

## **Best Buy**

**Gilroy, California**

*Geek Squad Agent*

*April 2024 – Current*

- Provided base level IT support to over 500 non-technical clients.
- Resolved customer issues and malfunctioning devices in a straightforward manner.
- Utilized various diagnostic tools to identify and solve technical issues.
- Utilized a ticketing system to keep track of progress and keep the rest of the team up to date with technical notes.

## **LEADERSHIP EXPERIENCE**

---

### **Associated Students of Gavilan College**

**Gilroy, California**

*Vice President of Technology*

*August 2022 – May 2024*

- Responsible for serving as a Student Representative on Shared Governance committees to be a voice for 5000+ students.
- Served as a voting member of the Senate, Executive Board, and Vice President's Cabinet meetings.
- Responsible for understanding and maintaining all Student Body technology equipment and software.
- Responsible for establishing and/or maintaining company contracts for technology campus wide.
- Assisted in running events that benefitted the local community and raised donations.