JUNIOR SOFTWARE ENGINEER
Benjamin Navarro

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Summary

- 3+ years developing applications for mobile, console, and PC in Unity or Unreal Engine.
- Proven ability to program, implement, and optimize UI/UX for Front End applications.

Skills

- Languages: C++, C#, Javascript
- HTML5, CSS3, React.js, Node.js
- Unity Engine
- Unreal Engine
- Playstation SDK/ Xbox XDK
- Visual Studio/ VS Code
- Git, GitHub
- Adobe Photoshop
- JIRA, Trello

Experience

Software Engineer

Broken Circle Studios / Norco, Ca / Jan. 2019 - Oct. 2021
- Created, implemented, and optimized new and existing UI/UX for many projects that range from simple menu interfaces and in-game stores to gameplay.
- Worked on multiple projects that target consoles and that integrate with the SDK/XDK.

Projects

Full Swing Golf Simulator
- Created courses using Unity Editor tools and generated terrain based off of satellite data.
- Fixed and optimized main menu and post shot UI, including adding a slow-mo replay video of your swing.

Poker Go Holdem
- Optimized main menu, in-game store, and profile picture selector UI. Programmed and implemented profile and table play UI.
- Fixed a large amount of bugs that came with the previous engine as well as various backend issues.
- Implemented winning and table play VFX.

Find my full Portfolio at https://aggressorlabs.com/