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## EDUCATION

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### University of Texas Rio Grande Valley

*Bachelor's of Science in Computer Science*

Edinburg, TX

*Expected in Dec. 2026*

### South Texas College

*Associate in Engineering*

McAllen, TX

*Aug. 2018 – May 2020*

## TECHNICAL SKILLS

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**Languages:** C#, C++, Python, HTML/CSS

**Frameworks:** Unity Engine, Unreal Engine, Blender

**Developer Tools:** Git, Google Cloud Platform, VS Code, Visual Studio, Unity Version Control

**Libraries:** PyAutoGUI, TMPPro, Cinemachine

**Coursework:** Intro to Computer Science, Computer Science 1

## EXPERIENCE SUMMARY

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- 4+ years experience in C#/C++ gameplay programming
- 4+ years experience in Unity Game Engine
- 4+ years experience in 3D modelling and animation
- 3+ years in game AI and NPC logic
- 1+ years in multiplayer development
- Collaborated in a team with programmers, artists, sound designers to make games using version control
- Created a portfolio website using HTML/CSS by learning web development in a short time
- Completed a group 48 hour Game Jam by effectively collaborating with a team of game developers
- Member of university clubs dedicated to game and software development: Valle Game Devs, Frontera Devs