SKILLS

Programming
- C++
- C#
- Python

Game Engines
- Unity 5
- Unreal Engine 5
- Frostbite

Misc.
- Perforce
- Git
- Plastic
- Tortoise SVN

Languages
- Spanish (Fluent)
- English (Fluent)
- Portuguese (Basic)

EDUCATION

M.S. in Interactive Entertainment
- University of Central Florida – FIEA
- Graduated: Dec 2017

B.A. in Digital Media: Game Design
- University of Central Florida
- Graduated: Dec 2014

RECENT EXPERIENCE

TECHNICAL DESIGNER
PRODUCT LEAD
VELA GAMES
MAY 2022 – PRESENT
- Created a Blueprint-based template system for all Objectives, allowing for rapid iteration, creation and editing of Objectives in the game.
- Created new and redesigned current Objectives in-game to reflect new design standards defined by myself and the team.
- Lead and organized a team in the creation of a new gameplay mode for Evercore Heroes.
- Participated in multiple marketing initiatives such as voiceover work and playing the game with streamers to further promote the game.

TECHNICAL GAME DESIGNER
SHADOW HEALTH – SIMULATION TEAM
AUGUST 2018 – MAY 2022
- Advocated for and spearheaded a massive project upgrade to prevent system deprecation in the future.
- Revamped an old assignment type and added new functionality through C#, TextReplace and Google Sheets.
- Designed and developed new Diagnostic Reasoning and Women's Healthcare assignment types while meeting subject matter experts.

TECHNICAL DESIGNER
ELECTRONIC ARTS – TIBURON
AUGUST 2017 – JUNE 2018
- Wrote scripts in Python to automate the generation of levels and visual script logic.
- Created a logic prefab to streamline the film text used for cinematic establishing shots.
- Engineered a paper prototype for a new narrative-based gameplay mode.

PROGRAMMER
UNIVERSITY OF CENTRAL FLORIDA – E2I CREATIVE STUDIO
AUGUST 2014 – AUGUST 2016
- Created an XML-based chat-bot for empathy training purposes.
- Edited and improved a 3-year-old Unity firefighting simulation by adding new mechanics.
- Developed a prototype to test Canon's new MReal AR HMD hardware.