

# ALEXANDRO GOMEZ

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## SKILLS

- **Programming Languages:** Java, C#, Python, C++, SQL
- **Version Control:** Git/GitHub
- **Software:** Unity Engine, Android Studio, Trello

## EDUCATION

### California State Polytechnic University, Pomona | 2023

Bachelor of Computer Science Degree -2023

GPA: 3.91

Relevant Courses – Design and Analysis of Algorithms, Object Oriented Design and Programming, Software Engineering, Game Development, Artificial Intelligence, Mobile App Development, C++ Development, Linear Algebra with Applications to Differential Equations

## PROJECTS

### C# Unity Game | **Triolith** | 2021 – June 2023

- 2D platformer game I made from scratch in the Unity engine with C#.
- Wrote a ray cast based character controller that handles slopes.
- Designed menu, settings, and pause UI with Unity UI and DOTween.
- Wrote a save system for level progression with JSON.

### Java Project | **Clock-In Clock-Out System** | March 2022 – May 2022

- Developed a clock-in clock-out system connecting to a MySQL database with Java Database Connectivity.
- Collaborated with 4 other students, communicating effectively, and divvying up work efficiently on Trello.
- Project managed with Scrum methodology and designed with UML documentation.

### C# VR Unity Project | **Push Down Automata VR Game** | Jan 2023 – May 2023

- Developed an educational game for students to practice using PDA state diagrams with C#.
- Collaborated with 2 other students through GitHub and weekly meetings.
- Developed a modular room system that locks and unlocks doors based on player movement and actions.

### C# Unity Game | **Tele-Toss** | April 2023 – May 2023

- Developed a 2D puzzle game in the Unity engine with C#, collaborating with 3 other students with GitHub.
- Designed teleportation system that adjusts to prevent teleporting into colliders with ray casting.
- Managed project with Scrum methodology and designed with standard game dev documentation.

## WORK EXPERIENCE

### Stocker | 99 Cents Only Stores | Summer 2020 – Ongoing

- Responding to the many needs of customers to ensure their satisfaction.
- Promoting a friendly store environment in accordance with company values.

## COCURRICULAR INVOLVEMENT

### Computer Science Society | 2019 - 2023

### Game Development Club Historian | 2021 - 2023

- Planned and prepared for club events with other board members.
- Wrote detailed documentation of club meetings, events, and member concerns.
- Guided new members on club rules and basic game development in Unity.