

# GEOVANNY ROSALES

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[Portfolio](#)  
[GitHub](#)

## PROFESSIONAL SUMMARY

Energetic and Aspiring Game Programmer with experience in C++ and Unreal Engine 5. I have been passionate about video games since I was young and have been learning to make them myself. Hard-working, proactive individual with strong problem-solving and communication skills and the ability to learn new concepts fast.

## CORE COMPETENCIES

- Gameplay Programming
- Programming & Scripting
- User Experience Enhancement
- Game Design & Mechanics
- Problem Solving & Debugging
- Transformative Leadership

## WORK EXPERIENCE

### **DXC Technology - Systems Programmer, 2023 - Current**

- Spearheaded IT system optimization, communication flows and response times reduction, boosting operational efficiency and enhancing customer satisfaction.
- Leveraged skills in Perl, HTML, JavaScript, and PHP to develop and refine dynamic, user-friendly web interfaces, aligning with web standards and user expectations.
- Played a pivotal role in integrating web technologies with backend systems to ensure seamless data interchange and improved web performance.
- Identified and implemented strategic improvements in web systems, leading to a noticeable increase in site traffic and user engagement.
- Conducted regular audits and updates of web applications, ensuring high availability and adherence to the latest security protocols.

### **ID Tech - Virtual Instructor, 2022 - 2023**

- Communicated complex programming concepts, employing strategic communication methods that enhanced understanding and engagement among various audiences.
- Specialized in teaching Java and C++, focusing on practical applications and industry trends, which provided relevant and impactful learning experiences.
- Developed and conducted interactive sessions on game design and modding, fostering creativity and technical skills within a collaborative learning environment.
- Created a dynamic educational setting that encouraged exploration and innovation in software development and game design, enhancing student engagement.

### **Xbox Game Camp - Lead Programmer, 2021 - 2022**

- Led a game camp team as Lead Programmer for an Xbox project, directing and coordinating team efforts in developing a top-down action game using both Unity and Unreal engines, resulting in an engaging and interactive gaming experience.
- Utilized expertise in Unity and Unreal to craft an immersive game environment for a top-down action game, contributing to user engagement and positive feedback.
- Played a key role in the ongoing development and refinement of game demos, ensuring consistent innovation and adherence to industry standards.

## RELEASED GAMES

### **Board Wars: Trick or Treat, Gameplay and AI Programmer, 2024-2024**

- Worked on Gameplay features such as custom effect tiles.
- Developed a new Party game with a spin on how players go against each other.
- Helped create NPC and AI players using Behavior trees to compete against the player
- We have released the game on Steam available to download [here](#).

## EDUCATION

**Bachelor of Science, Computer Science**  
Loyola University New Orleans, 2022

- Coursework: Game Programming, Object Oriented Programming, Software Engineering, Data Structures

## SOFT SKILLS

- First-Rate Attention to Detail
- Accuracy & Thoroughness
- Complex Problem-Solving
- Analytical Thinking
- Sound Decision-Making
- Integrity & Accountability
- Excellent Communication
- Active Listening
- Time Management
- Multitasking & Prioritization
- Strong Organization
- Relationship-Building
- Goals-Oriented
- Excellent People Skills

## TECHNICAL SKILLS

- Programming Languages Experiences: C++, C, Java, C#, HTML, CSS, SQL, Python, Perl, JS and PHP
- Engines used in Game Projects: Unreal Engine 5 and Unity

## LANGUAGES

- **English**: full proficiency
- **Spanish**: full proficiency