ESTEBAN ALDANA

| estebanaaldana@gmail.com|

| **LinkedIn** | **Portfolio** |

Versatile video game developer with 3+ years of experience in developing, delivering, and managing video game applications using Unity and Unreal game engines. Offering strong expertise in programming languages such as C#, C++, and Java. Seeking to secure a position as a junior game developer.

EXPERIENCE

Unity Engineering Intern   **August 2024 - Current**
The Commons XR

- Diagnosed and resolved animation errors in a 4+ year-old Unity codebase
- Hosted testing sessions to test newly implemented features and gather feedback
- Facilitated the merging and debugging of new GitHub feature branches
- Integrated new text chat features while ensuring compatibility with legacy codebase

PROJECTS

Lead Programmer   **October 2023 - Current**
Project Pemberton Shift

- Implemented core interaction systems and visual effects in Unreal Engine
- Drafted and iterated on UI elements based on peer and player feedback with the Common UI plugin
- Hosted and configured a Perforce version control server
- Integrated debugging tools for testing newly implemented features and map designs

Udemy Unreal Engine Course   **May 2023 - September 2023**

- Developed my skills in C++ while training to create new experiences in Unreal Engine 5

Tools Programmer & Producer   **January 2023 - March 2023**
Zot Racer

- Managed and led a team of 8 students to create a 3D racing game in Unreal Engine 5
- Made tools for generating omnidirectional racetrack designs using C++
- Hosted and managed Perforce server tools for efficient source control
- Grouped team members to promote collaboration when implementing new features

UI Programmer   **April 2022 - June 2022**
Meep's Maintenance

- Designed and implemented UI menus & visual effects in Unity 2D
- Facilitated support for both keyboard and gamepad inputs
- Collaborated with artists to ensure clarity of gameplay information
- Managed the importing and compressing of new game assets

SKILLS

ENGINES: Unreal Engine, Unity, GameMaker
LANGUAGES: C, C++, C#, Java, JavaScript, Lua, Python, HLSL
SOFTWARE: Perforce, Git, Linux, Jira, Excel, Blender, Blueprint Visual Scripting, Common UI Plugin
OTHER: Game Systems, Scrum, Multithreading, Networking

EDUCATION

University of California, Irvine - Donald Bren School of Information and Computer Sciences
Bachelor of Science in Computer Science

Production Department Officer - Video Game Development Club at UCI

- Hosted weekly public workshops on video game production tools and best practices
- Facilitated support to new students on their first game project