

ESTEBAN ALDANA

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EXPERIENCE

Lead Programmer

January 2024 - Current

Project Pemberton Shift - Pemberton Shift Team

- Implemented core interaction systems and visual effects in Unreal Engine
- Drafted and iterated on UI elements based on peer and player feedback with Common UI plugin
- Managed and configured Perforce source control server

Tools Programmer & Producer

January 2023 - March 2023

Zot Racer - Project @ UC Irvine

- Organized 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

Gameplay Programmer & Producer

September 2022 - December 2022

Best Nest Quest - Project @ UC Irvine

- Programmed core 2D platforming functionality in Gamemaker Studio 2 using GML code
- Hosted group workshops to develop the team's understanding of the new game engine and build teamwork skills
- Analyzed player feedback and implemented iterative changes to address them

UI Programmer

April 2022 - June 2022

Meep's Maintenance - Project @ UC Irvine

- Designed and implemented UI menus & graphic effects in Unity 2D
- Facilitated support for both keyboard and gamepad inputs
- Collaborated with artists to ensure clarity of gameplay information

SKILLS

ENGINES: Unreal Engine, Unity, GameMaker

LANGUAGES: C, C++, C#, Java, Python

SOFTWARE: Perforce, Git, Linux, Jira, Excel, Blender

OTHER: Game Systems, Scrum, Multithreading, Rendering Pipelines

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science