# Esteban Adrian Aldana

https://esteban.games/
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Highly motivated and recently graduated College Student with a strong background in video game programming and development. Proficient in multiple programming languages and experienced in game engine software such as Unity and Unreal. Proven ability to collaborate with team members to deliver on proposed deadlines. Seeking a challenging role in the video game industry to leverage my skills and passion for gaming to contribute to the development of innovative and exciting video games.

## EDUCATION
**University of California, Irvine**                                                            May 2023
Bachelor of Science in Computer Science
GPA: 3.14

## TECHNICAL SKILLS
**Programming Languages:** C, C++., C#, Java, Python
**Software:** Visual Studio Code, Vim, Git, Perforce, Unity Engine, Unreal Engine 5, Adobe Suite
**Concepts:** data structures, game engines, 3D math
**Operating Systems:** Windows (10, 7), Linux (BASH, Ubuntu)

## PROJECTS
**Zot Racer**
Project Leader                                                            January 2023 - March 2023
- Organized and lead a team of 8 students to create a 3D racing game in Unreal Engine 5
- Created and managed a Perforce server for efficient source control between team members
- Coded tools for omnidirectional racetrack designing within Unreal Editor

**Embedded Software Project**                                            January 2023 - March 2023
- Coded multiple programs for a Texas Instruments evaluation board using Code Composer Studio
- Wrote essential library functions in ANSI C for multithreaded pin interfacing
- Breadboarded schematics to interface with external peripherals

**Xv6 Operating System Kernel**                                          April 2022 - June 2022
- Created core operating system functions in ANSI C for the RISC-V architecture
- Wrote system call functions for multithreading processes and memory management
- Coded device drivers for a DMA I/O device

## ACTIVITIES
**Video Game Development Club**
Programmer/Producer | Irvine, CA                                         March 2022-March 2023
- Hosted weekly public workshops on the practices of video game production
- Served as support for students requesting aid with game production questions and issues
- Developed video games from scratch in groups of 4 to 5 people using C++ and Unreal game engine