Camilo Espinosa Millan

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Objective:

Experienced programmer with 80+ hours of online course work on game development and a bachelor's degree in computer science. I'm capable of developing, testing, debugging, and updating gameplay systems to improve user experience, in addition to adding new features to large code bases. I've worked with Unreal Engine 4-5 to create multiplayer and VR games/simulations.

As an experienced Unreal Engine gameplay engineer, I'm seeking a challenging role where I can utilize my knowledge in the Unreal Engine systems such as UI, AI, and animation engineering. With a bachelor's degree in Computer Science, I'm capable of developing, debugging, and updating gameplay systems to consistently imrpove user experience.

Professional Experience:

Visual Purple / Fractal Blue, Boise, ID

Unreal Engine Gameplay Programmer. September 7, 2021 – Present

- Collaborate with the development team to implement UI and AI for the upcoming game, Scrap Age. https://www.fractalblueent.com
- Designed and developed interactable objectes for a VR game/simulation of the Apollo Lunar Module called Lunar Odyssey. I successfully published the game on Steam and efficiently managed build updates using the SteamSDK tool
- Maintain and continually improve a government training VR simulator to ensure it is running smoothly and efficiently.
- Utilize industry-standard tools such as Perforce and G-Suite to maintain and update older simulation projects to meet current standards.

Technology Summary:

- Programming: Java, C, C++.
- Software: G-Suite, MS office suit, Unreal Engine 4/5, Visual Studio, Perforce.
- Systems: Windows, Apple.
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Education:

Central Connecticut State University   New Britain, CT

Major: Computer Science. February 2018-December 2020

Minor: Cybersecurity Technology

Related Courses:

- **Advanced Algorithms:** Design and analysis of algorithms such as amortized analysis, linear programing, randomized algorithms and more.

- **Computer Science I, II, III:** Concepts of computer programming with an object-oriented language (OOP) with an emphasis on analysis and design. Inheritance, polymorphism, interfaces using java.
- **Data & File Structures:** Concepts and techniques for structing and manipulating data.
- **Ethical Hacking and Penetration Testing:** Awareness of security related issues and the essential skills needed to implement and maintain security in networks.