CHRISTIAN A.
GONZÁLEZ GONZÁLEZ

Programmer

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AFFILIATIONS

Coordinator and organizer for Video Game Competitions in Puerto Rico (2017-Present)

ABOUT ME

Software Engineer/Game Designer with a stubborn attitude to get a project to be a polished gem, inspired to be a better person and programmer. Infatuated with all things related to the game design of Fighting games/RPG and programming.

SKILLS

C++ (Visual Studio Code)

Unreal Engine 4 (C++/BP)

HTML/CSS/PHP/SQL (with Atom or XAMP)

Adobe Photoshop/Adobe Illustrator

Microsoft Office Suite (Word, PowerPoint, Outlook, Excel & Access)

C# (Visual Studio Code)

I maintain a positive attitude

I can work under pressure

Good teamwork skills

Bilingual (English - Spanish)

Very receptive to the opinions of other people

Unity3D (C#)

EXPERIENCE

(Part Time)

(August 2018 - Current) **Atlantic University College, Guaynabo, PR** - Tutor

- General all-purpose tutoring after all the morning classes.

- Mostly specialized in English and Mathematical tutoring.

(July 2019 - February 2020) **Indigo Aquatics, Orlando, FL** - IT (Remote, Part Time)

- Managed the product pages, edited the course details, updated the media library via WordPress, and managed the email account.

- Editing of the promotional photos/brochures for Indigo Aquatic products.

EDUCATION

(2016 - 2020)

Bachelor's in Art and Design for Videogames with Concentration in Programming

Atlantic University College, Guaynabo

ACHIEVEMENTS

(May, 2018) **Finalist**

Convocatoria Videojuegos y Aplicaciones Digitales,

Centro de Convenciones (Puerto Rico)

- Designed a video game with a small team which was evaluated at a development competition free to the public.