Armando De-Armas

Programmer, Level Designer, Systems Designer
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https://matterjaws.wixsite.com/armandoportfolio

Skills
- C#
- C++
- Level Design
- UI/UX Design
- Gameplay Design
- Project Management

Software
- Unity
- Visual Studios
- Github
- Shotgrid
- Microsoft Office
- Discord

GAME PROJECTS

April 5th 2022 - April 7th, 2023   **Lead XR Programmer, Frost Museum Dinosaur and Stiltsville Projects, FilmGate Miami / Phillip & Patricia Frost Museum of Science**

- Organized and planned project's development with team and creative director and clients
- Created and optimized AR and VR technology for the projects
- Created VR project's cinematic storyline and branching choices
- Programmed project's interactable games and objects
- Assisted in level design and set dressing
- Responsible for and managed VR equipment

August, 2021 - April, 2022   **Lead Developer for Everglades Adventure, *Miami Dade College***

- Led and organized a team of 12 people
- Responsible for direct communication with client
- Designed several concepts for the game using feedback from client
- Created the overarching design for both levels
- Programmed several of the game's system
- Implemented textures and created map layouts
- Optimization, lighting, quality assurance testing, and reporting

WORK EXPERIENCE

August 29th, 2022 - August 7th, 2023   **Middle School Game Design Teacher, Cushman School**

- Taught a class of 21 students
- Lessons covered the basics of game design, game art, animation, and programming
- Graded student's assignments and projects, providing actionable feedback
- Created syllabus which covered the steps of creating a game from conception to final production

April 5th, 2022 - April 7th, 2023   **Lead XR Programmer, FilmGate Miami**

- Programmed and created systems for XR games and projects
- Managed company XR events and festivals
- Performed weekly progress reports on projects

June 20th - July 15th, 2022   **3D Game Design Camp Camp Counselor, Miami Dade College**

- Managed and assisted camp of over 30 students
- Assisted tutor with organization of camp and lesson plans
- Aided students in the creation of their games and the debugging process

EDUCATION

Miami Dade College — *Associate in Science: Game Development & Design (3.9 GPA)*
August, 2019 - 2022

University of Central Florida — *Bachelor's: Digital Media: Game Design*
August, 2023- 2025