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| Jesse lealjesseleal.gamedev@gmail.com | (210) 687-4459 | <https://www.linkedin.com/in/jesselealgamedev/> |
| Skills C#C++CalculusCSSHTMLJavaJavaScriptGame PhysicsMayaMobile Game DevelopmentUnity EngineVR Development | industry Experience**Front End Development intern** | **align technologies** | Salt Lake City, UT | 3/30/20 – neumont College collaborative project * Working with fellow interns to develop an in-house Gantt Timeline-based calendar system.
* Utilizing React, JavaScript, and CSS to design the look and feel of the webpage, as well as interacting with mid-layer APIs.

**software developer** | **pointe pest control** | Salt Lake City, UT | 1/6/20 – 3/3/20neumont College collaborative project * Designed and implemented a system of real estate property tracking to allow pest control companies to keep customers and boost revenue when a customer is lost due to moving.
* Improved upon the existing PestRoutes API wrapper, providing essential support and functionality for the project’s Azure stack, leading to a testing speed increase of 20%.
* Created a system that recloses 15% of the customers, generates an extra $69,000/year, with option to sell to other companies with a helpful, generalized C# wrapper.

**sole devEloper** | **neumont capstone project –** **The Innerblaze** | Salt lake city, ut | 9/30/19 – 12/5/19* Spent 10 weeks exploring the entire game development process – from conceptualization to design, implementation, and testing.
* Created a platform fighting game, designing and implementing all aspects of gameplay in the Unity Engine and Autodesk Maya.
* Created and utilized specific systems in C# to handle game logic, such as the physics when a character is launched, an audio master to reduce file clutter, and the logic to determine when/if a character is hit with an attack.
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| Education**neumont college of computer science**, salt lake city, ut, september 2020Bachelor of science in game developmentCurrent GPA of 4.0 on a 4.0 scale. |