

Citlalli Hernandez

Game Programmer

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EDUCATION

SEP 2019 - JUN 2023

**B.S. Computer Science:
Computer Game Design**
(GPA: 3.64)

**University of California,
Santa Cruz**
Santa Cruz, CA

SKILLS

- JavaScript
- C, C++, C#
- Python
- WebGL
- Html
- CSS
- JSON
- Kotlin
- Swift
- Debugging

SOFT SKILLS

- Leadership
- Collaboration
- Communication
- Customer Service
- Teaching
- Able to learn quickly
- Able to work independently

CAREER OBJECTIVE

Collaborative, highly motivated, and passionate Game Programmer looking to use problem solving skills to develop quality code and gameplay. Aiming to be a part of a team that develops fun and unique games.

EXPERIENCE

Mobile Development **2022**

UCSC Undergraduate Class, **Santa Cruz, CA**

- Developed a series of mobile apps in **XCode, Android Studios and Node.js**.
- Developed apps under short time frame with strict expectations
- **Developed tests** to verify if applications and features were working properly.
- Used **RESTful api** to send and receive data.

Team Game Development **2020 - 2023**

UCSC Undergraduate Program, **Santa Cruz, CA**

- **Collaborated** on a team to develop games.
- Program and developed mechanics and ui features.
 - Slot Machine Generator, Turn Based Battle System, Dialogue using JSON
- Programmed with a series of programs such as, *Phaser* and *Unity* using Javascript.

Projects

Game Programmer - *Lucky* **2023**

UCSC Undergrad Program, **Santa Cruz, CA**

- Part of a 3 person programming team developing the game in Unity.
- **Worked with various departments** (Art, Writing and Design) to design and develop the game.
- **Presented** Game in an in person showcase.

Lead Game Programmer - *You are a Ghost* **2023**

UCSC Undergrad Program, **Santa Cruz, CA**

- Part of a 4 person team developing team.
- **Lead** game programmer working with technical designer to develop the game in Unity.
- Worked with various departments (Art, Writing and Design) to design and develop the game.
- Presented Game in an in virtual showcase.

Tools

- | | | | |
|-----------------------------|------------------|---------------------------|-----------------------|
| • Github | • XCode | • Godot | • Adobe Premiere Rush |
| • Visual Studio Code | • Android Studio | • MetaSounds | • Figma |
| • LaTeX | • Pure Data | • Maya | • Miro |
| • Linux | • Phaser | • Adobe Substance Painter | • Slack |
| • Git Bash (Bash Scripting) | • Unity | • Adobe Illustrator | • Zoom |