Joseph Valle

Programmer

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Summary

Experience on different types of video game genders from Metroidvania to Tower Defense. My passion is creating games that are stable to be played and have fun without problems happening.I always loved over the top crazy game ideas. I am interested to see the work of others from any field.

EDUCATION

(2013 - 2019) Atlantic University Collage - Guaynabo, Puerto Rico

Bachelor Degree in Science of Art and Design of Video Games with Programming

EXPERIENCES

(June 4 - 17 2019) Summer Job
Cooperativa de Seguros Multiples - San Juan, Puerto Rico
Assissted in entering data entries and scanning documents in the mailroom.

SKILLS

Languages: Spanish (Native) & English

Level Editors: Unreal Engine (4 & UDK)

Programming: C++, Unreal Blueprints, Kismet, HTML,CSS

Software: Maya, Blender 2.8,Adobe Ilustrator, Photoshop, Premier, Pro Tools, Aseprite, Visual Studio, Notepad++, Microsoft Office & Google Docs

Game Projects

(2019) Computer Television Golf (Personal project)

A single player golf game with bullet elemets base inside a old computer implementation of all game mechanics and core systems (including a a Boss fight)

(2019) No Guest Allowed (student Project) - Lead Programmer (team of 18)

2d tower defence game in a mystery mansion form a rich famaily that eveyone is tying to steal the secret money stash

  Iplementation of all game mechanics and core systems

  Implemeneted Basic Ai behavior

  Created a Basic Modular Inventory and a Basic trap spawing system

(2019) Evolve to Explore (student Project) - Programmer (team of 4)

2d Bullet Hell Side Scroller Game

  Redesign, Implemented and Balance a Modular Evolution Store