


# Joseph Valle


Programmer

San Juan, Puerto Rico 

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## Summery

Experience on different types of video game genres 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 Múltiples - San Juan, Puerto Rico**

Assisted 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 Illustrator, 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 elements base inside a old computer implementation of all game mechanics and core systems (including a Boss fight)

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

2d tower defence game in a mystery mansion from a rich family that everyone is trying to steal the secret money stash

Implementation of all game mechanics and core systems

Implemented Basic AI behavior

Created a Basic Modular Inventory and a Basic trap spawning 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