Emmanuel Flores

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Targeting gameplay programming opportunity in video game development.

Work Experience

Lead Programmer for Fenix Fire Entertainment, Jun 2014 - Present

- Lead programming for projects on PC, console, and mobile platforms. Focus on gameplay mechanics, procedural animation, AI, UI, local/online data management, and sync/async online multiplayer.
- Shipped two mobile titles to market.
  - Roboto (Update) - Side-scrolling platformer. Created shop for character customization, added social media features, setup back-end system to adjust dynamic gameplay parameters, and fixed/balanced gameplay mechanics.
  - Osiris Battlefield - Vehicular Shooter/FPS. Implemented spawning system and AI of all enemy creatures, designed gameplay loops, and developed leveling system for vehicles and weapons.

Undergraduate Research Assistant for the Riverside Graphics Lab, UCR, Jan 2014 - Jun 2014

- Video Games for Brain Fitness
  - Re-engineered existing game for alternate demographic -- used by neuroscience department at UCR in a study for memory improvement using video games.
  - Contributed in development for commercial release of brain fitness game on the App Store.

Undergraduate Research Assistant for the Embedded Systems Lab, UCR, Jan 2012 - Dec 2013

- Fall Detection and Energy Estimation using Cameras
  - Participated in expenditure study and managed video data and post-processing of video data for that study. Created a GUI software tool to collect head height data to be integrated into the fall detection system.
- Online Education Content Development, Studies, and Surveys
  - Developed content for an online education system to explain and reinforce computer science concepts. Developed survey websites to test the effectiveness of web-based interactive learning, conducted live research sessions, and designed scripts to parse and analyze the data collected.

Tutor and Facilitator for the Mindshack Center and MESA Center, COD, Jan 2010 - May 2011

- Facilitated workshops for high-level mathematics and physics courses, provided general tutoring, and worked one-on-one with students registered in learning disabilities programs.

Education

University of California, Riverside -- Riverside, CA

Bachelor of Science in Computer Engineering with Highest Honors, June 2014

- Senior Graphics and Electronic Games Capstone Design Project
  - Led four-member team on designing and developing a runner-style game in Unity for Android/iOS. Developed high-level game logic, designed optimization algorithms, developed a software tool to design levels, created 3D models and animations, and wrote/produced game music.
- Pong Embedded Systems Project
  - Created a version of the classic Pong game using a custom-built LED matrix to display the game world and custom built arcade-style controllers for the player paddles.

College of the Desert -- Palm Desert, CA

Associate of Science in Mathematics with Highest Honors, June 2011

Technology Summary

- Programming Languages: Proficient -- C/C++, C#, Javascript | Intermediate -- Python, Ruby
- Graphics/GameDev Software: Unity, Unreal 4, Ogre3D, OpenGL, Blender

Awards and Honors

- HSI Undergraduate Research Award (2 quarters)
- Rotary-Alumni Award for Outstanding Academic Achievement in Mathematics 2011