Adalbert Fregozo

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Personal Statement:

I'm a talented programmer with the ability to quickly adapt and use new languages, tools, and software applications covering a wide range of different programming practices. I'm also a dedicated team member with a passion for video games and the industry that they are produced in. I'm patient and creative problem-solver who is known for organizational skills and has a commitment to excellence.

Projects:

These projects were created using different engines such as Unity, SDL, OpenGL and XNA.

Team Projects

Mobile Tower Defense(Unity, Android, IPhone)
Position: Gameplay Programmer / Level Designer
I created the gameplay manager that will handle the enemies which can also send them out in waves. I helped manage and create levels.

Tons of Fun(Unity, Android)
Position: UI/Gameplay Programmer
I helped create the GUI which included the start and pause menu. I also made assets for power ups and different bullets that the player would use.

Asteroid Launcher(Unity, PC)
Position: Gameplay Programmer / Level Designer
I helped manage and work on gameplay which included setting up planets and level design.

Personal Projects

Swat: Tactical Response(Unity, PC)
This project was mainly focus on the AI, where the player gets to control two other teammates to breach and clear a building. I drew most of my inspiration from Swat 4 and Rainbow Six.

Terrain Generation(OpenGL, PC)
I created a terrain generator by using a bitmap that will take in a height map using the color of the pixel(Greyscale) which would resolve in the lighter color being higher terrain.

Space Attack Alpha(XNA, PC/Xbox)
2D game, where the player is to survive waves of enemies and that will lead them to an end boss.

Skills

Languages
C/C++, C#, JavaScript, Python, HTML5, CSS, GLSL, CG

Tools and Frameworks
VS 2008/10, Unity, Monodevelop, GIT, Sourcetree, XNA, SDL, OpenGL, Direct X, Asana

Work Experience:

First Baptist Church of Downey **Date: October 2013**
Media Operator for the church services and conferences and also have been a Camera Operator.

Apollo Park **Date October 2009**
Work as a volunteer in a Carnival as a Game Attendant.

Education:

The Art Institute of California - Los Angeles **2010 - 2015**
Bachelor of Science - Game Programming