

Modesto Amador

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Education **B.S. Computer Science Game Design** June 2021
University of California, Santa Cruz GPA: 3.18

Related Coursework

Algorithms & Abstract Data Types	Game AI
Applied Discrete Mathematics	Game Graphics
Game Design & Development Experience	Design Research
Game Systems	Visual Communication Interaction
Foundations of Game Design	Game Design II

Computer Skills

Languages: Java, C, C++, C#, HTML, JavaScript

Applications: Photoshop, Illustrator, Unity, Microsoft Word/Excel/PowerPoint, Filmora

Work Experience

Student Worker, UCSC DINING September 2018 – March 2020

- As a student worker, my responsibilities include cleaning the facilities, serving customers, washing dishes, preparing food, cashiering and training new workers.

Sales Associate, UNIQLO June 2018 – September 2018

- As a sales associate, I attended to all customer needs, assisted in fitting rooms, managed inventory, made sure sales floor was always presentable and made the customers always feel welcomed.

Projects

My Devpost: <https://devpost.com/mofesdo>

DropStudy CruzHacks 2020 Winning Project

- Collaborated with 3 other students to create a web app to help students at UCSC safely find study groups. This project integrated Notivize's technology to communicate with all students within a study group through the web app. I was the front end developer and graphic designer for this website.

TicTacSnap HackSC 2019 Winning Project

- Collaborated with 3 other students to create a simple Tic Tac Toe game that is integrated with Snapchat's built in SDK to have players use their custom Bitmojis as the X's and O's. I was the front end developer and graphic designer for the website.