**Omar Pacheco**

**Game Programmer**

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[omarpachecogames.com](http://wschg.com/new/2015/01/20/omarpachecogames.com/redirect)

**Languages**

* C#, C, C++
* Python, Pymel

**Software/ Skills**

* Maya- 3D modeling, texturing and scripting.
* Unity- Game scripting, design, project management, assets/file management.
* Photoshop- Creating textures and HUD elements.

**Education**

 The Art Institute of California - San Francisco, San Francisco, CA

 Bachelor of Science, Visual & Game Programming - March 2015

**Experience/Projects**

**Game**: *Backyard Heroes* (Unity) Role: **Producer, Gameplay Programmer**

-Assigned tasks to classmates, provided direction for the project

-Programmed the movement of the main character with C# script and a Character Controller

-Implemented game audio and sound effects

-Managed assets when importing and exporting from the game engine

**Game**: *Insomniac* (Unity) Role: **Programmer**

-Programmed gameplay

-Player health

-Enemy AI

-Audio, sound effects and mobile controls

**Game**: *Hypothermia* (Unity) Role: **Gameplay & Environment Programmer**

-Programmed player movement and dynamic storm (which used two particle emitters that follow the player to keep game running smoothly.)

-Programmed audio and triggers for sound effects

-Imported game assets

-Placed buildings in world to create a flow from start to finish

-Worked with artists to determine the distance between villages to balance the game

-Worked with AI programmer to adjust the values of enemies to balance gameplay