

# Jonathan Valderrama

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## EDUCATION.....

### University of Central Florida

Master of Science in Modeling and Simulation | December 2018  
Bachelor of Arts in Digital Media: Game Design | May 2015

### Valencia Community College

Associate of Arts in General Studies | May 2011

## EXPERIENCE .....

### E2i Creative Studio | Orlando, FL

**Developer** - *March 2016* – Present

- Design and program simulations/scenarios using VBS3
- Program immersive simulations in Unity
- Develop VR/AR projects using HTC Vive, Oculus Rift, Oculus Go, and HoloLens

### E2i Creative Studio | Orlando, FL

**Programming Intern** - *January 2015* – August 2015

- Responsibilities consisted of bringing functionality to game production, including coding, testing, troubleshooting, and creative brainstorming with the 3D artists and other team members, in order to arrive at a scope that could be accomplished successfully and efficiently.
- Worked with the Canon MREAL headset to create mixed reality training simulations.
- Published builds to iOS and Android.

### UCF Research Projects | Orlando, FL

**App Developer** - *June 2015* – August 2015

- Designed new applications for Android and iOS for a startup company funded by the National Science Foundation in the I-Corps program.
- Implemented location-based tracking in apps by use of Bluetooth low energy beacons.

## SKILLS .....

**Software:** Unity, Unreal, VBS3, Android Studio

**Languages:** C#, C++, Python, SQF