

# JONATHAN VALDERRAMA

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## EXPERIENCE

**MARCH 2016 – PRESENT**

**PROGRAMMER**, E2I CREATIVE STUDIO

- Collaborating effectively with clients, developers and artists to determine the scope of a project to successfully develop and execute applications.
- Developing immersive simulations in VR and AR environments on different devices: VIVE, Oculus Quest, Magic Leap, and HoloLens.
- Effectively time manage while working on multiple projects, tasks and documentation.
- Working in various industries: oil & gas, military, academia, and healthcare.

**JANUARY 2015 – AUGUST 2015**

**PROGRAMMING INTERN**, E2I CREATIVE STUDIO

- Ensuring game functionality, coding, testing and troubleshooting applications.
- Worked with the Canon MREAL headset to create mixed reality training simulations.
- Published applications to IOS and Android.

**JUNE 2015 – AUGUST 2015**

**APPLICATION DEVELOPER**, UCF

- Designed and developed 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 application using Bluetooth low energy beacons.

## EDUCATION

**DECEMBER 2018**

**MASTER OF SCIENCE IN MODELING AND SIMULATION,**

UNIVERSITY OF CENTRAL FLORIDA

**MAY 2015**

**BACHELOR OF ARTS IN DIGITAL MEDIA: GAME DESIGN,**

UNIVERSITY OF CENTRAL FLORIDA

**MAY 2011**

**ASSOCIATE OF ARTS IN GENERAL STUDIES,**

VALENCIA COMMUNITY COLLEGE

## SKILLS

- C#, C++, Python
- Unity
- AR Foundation
- Game Design
- Critical Thinker
- Time Management