

Luis Ahumada

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SKILLS

Languages: Spanish (Native), English (Advance).

Software: Unity, Unreal Engine, Adobe Illustrator, Adobe Premiere Pro, Debian.

Programming Languages: ASM, C, C++, C#, Java, Python.

Other Languages: HTML, CSS, SVG.

Interests: Shaders, UI/UX, Game Design, Prototype development, QA, Optimization, Business Operations.

EDUCATION

Florida International University

Bachelor of Science
Computer Science
Expected: May 2024

- Volunteered at INIT & Upsilon Pi Epsilon
- **Awards:** Outstanding Member at UPE
- **Notable Courses:** Data Structures, Computer Architecture, Net-Centric Computing, Systems Programming, Operating Systems, Theory of Algorithms

Miami Dade College

Associate of Arts
Computer Science
Graduated: December 2021

- Honors Degree
- **Awards:** Dean's List (3 semesters)

Software Engineer

Game developer with a passion for creating artistic experiences through programming. Skilled in Unity, Unreal Engine, C#, C++, Java, Python, vector design, and frontend web dev. Seeking a software engineer internship to gain practical experience and contribute to a creative project and passionate team.

PROFESSIONAL EXPERIENCE

Technical Lead (Game Dev) - INIT Explore Dec. 2022 – Present
INIT @ FIU, Miami, FL

- Plan and perform game development workshops for INIT Explore, including filtering topics and creating curated lessons.
- Being part of the Executive Board of INIT and collaborating to reach the organization's goals.
- Mentor new INIT Build teams and participate in the development of technology for Shellhacks
- Promoting INIT and workshops to students through social media and on-campus.

Team Lead (Game Dev) - UPE Spark Dev Sep. 2022 - Dec. 2022
Upsilon Pi Epsilon @ FIU, Miami, FL

- Led a team of 20 students in the development of "Nightfall: Power of the sun", a 3D shooter game with a futuristic and Egyptian-themed storyline.
- Responsible for developing and directing the game, ensuring the team is working effectively to meet the project deadline.
- Game involves surviving rounds against guards in unknown ruins, with a high score list and arcade-style gameplay.

Code Lead (Game Dev) - UPE Spark Dev Feb. 2022 - Apr. 2022
Upsilon Pi Epsilon @ FIU, Miami, FL

- Main developer and Code Lead for SparkDev's "Hiraeth" project, using Unity and C#, and managing version control through GitHub.
- Worked with the art and code team to ensure the game aligns with goals and meets technical and design standards.
- Releasing the game for multiple platforms, including Android, PC, and browser, and making the game compatible for export on Xbox and iOS.

PROJECTS

Ahumada.dev v.2 | Node.JS, ThreeJS, Ghost Personal: Current

Layer 3 Floodlight SDN using Dijkstra's | Java 1 week: Apr. 2023

HTTP Monitor | C++ 1 week: Mar. 2023

FTP Client | C++ 1 week: Feb. 2023

INIT Workshop Template Project | Unity C# 5 weeks: Feb. 2023

NightFall: Power of the Sun | Unity C# 9 weeks: Dec. 2022

Hiraeth | Unity C# 9 weeks: Apr. 2022