



Edgar Pallares

Game Programmer

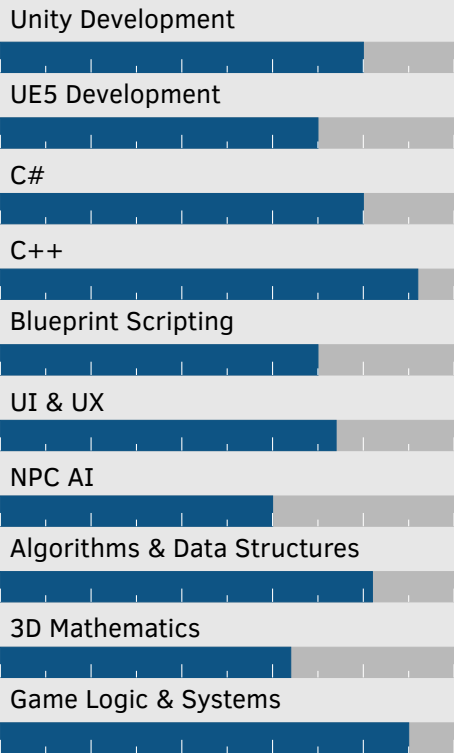
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Technologies

- Github
- Plastic SCM
- Microsoft Visual Studio
- VSCode
- Jira
- Draw.io
- Blender

Skills

Scale is from 0 (Fundamental Awareness) to 5 (Expert).



About Me

I am a game programmer specializing in C++ and C# with professional Unity experience developing interactive simulations and UI systems. I have built advanced AI systems and optimized game performance across Unity and Unreal Engine projects. I have a proven track record in the delivery of Unity and Unreal Engine game projects. I am currently learning art, music, and SFX design to become a game generalist.

Experience

Present	Freelance Game Programmer	
July 2026	Developed and refactored zombie AI behavior through behavior trees, blackboards, and pathfinding for an action-horror game, incorporating communication with other zombies and playing dead	
July 2026	Software Engineer	ACME Worldwide Enterprise Inc.
	- Independently debugged Unity-based simulation software and implemented new features to meet a technology conference deadline, resolving 50+ bugs under tight time constraints - Redesigned a Unity-based pilot seat simulator interface with modern UI/UX principles, improving user workflow through ease of use - Debugged C++ low-level system issues by utilizing GDB and Visual Studio's debugger to resolve shared memory issues, enhancing system reliability - Optimized gunnery training simulator software using Unity's Profiling tool, improving frame rate performance by 26%	
May 2024		
Aug 2023	Software Engineer Intern	Northrop Grumman
	- Utilized Agile/Scrum project management methodology for a 3-month network project, conducting daily Scrum meetings to ensure alignment and timely progress - Designed and implemented a C++ network-based solution, leveraging the library Boost for unit-testing which ensured 99% code coverage	
June 2023		

Education

Dec/2023	B.Sc. Computer Science	New Mexico Tech
Jan/2021	Completed Bachelors of Science in Computer Science, and completed Game Studio and Video Game Design course	
Dec/2020	.	Central New Mexico Community College
Sep/2019	Completed beginner Computer Science and gen-ed courses	

Hobbies

- I enjoy video games of various genres. Some of my favorites are hack-and-slashes, shooters, roguelikes, and RPGs
- I love watching anime. I am a big fan of action-oriented and slice-of-life animes
- My go-to sport is pickleball. I prefer it over the more cardio-intensive tennis
- I am a big fan of board games. My college roommates got me into it, but now my board games are rarely used. Some of my favorites are Gloomhaven, Dominion, and Azul
- When I am not working, I still do game development, either to improve existing skills, or learn new ones
- Tangentially related to game development, but I am learning 3D art, specifically in the domain of modeling, texturing, and animating