

MARK GANDARA

El Paso, TX | 915-253-8979 | m.gandara10@gmail.com

PROFESSIONAL SUMMARY

Creative, dynamic, and resourceful **Software Engineer** with more than 10 years of programming experience and technical expertise, highly skilled with 3D applications, utilization of cutting-edge development programming, and technical documentation and testing. Skilled in collaborating with all members of the organization to achieve development, business, and financial objectives. Instrumental in streamlining processes, enhancing productivity, and implementing technology solutions with agile system design, development, and delivery methodology.

Areas of Expertise:

- Game Writing & Programming
- 3D Applications
- Strategic Planning & Analysis
- Graphics and Sound
- Testing and Quality Assurance
- Code Writing & Implementation
- Analytical Problem Solver
- Cross-team Collaboration
- Performance & Debugging

PROFESSIONAL EXPERIENCE

RAYTHEON TECHNOLOGIES, El Paso, TX

2014 - Present

Design Engineer

- Designed and developed 3D applications for immersive games and training simulations through effective gaming and simulation code in C#.
- Spearheaded design projects from concept to delivery, ensuring successful completion within budget and timeline.
- Created automation and developer tools by extending Unity3D's user interface to improve current engineering processes.
- Maintained high standards of quality assurance through rigorous testing processes for each release cycle.
- Managed bug tracking system using JIRA to ensure timely resolution of reported issues.
- Developed UI and UX elements such as menus, HUDs, and interactive objects for multiple projects.

H3 LABORATORIES, El Paso, TX

2015

Community Outreach Director

- Collaborated with other organizations and companies to create workshops, events, competitions to nurture STEM education in the city of El Paso and utilized strong interpersonal skills to build trust among diverse groups of people.
- Drafted grant proposals, outlining goals, objectives, and anticipated results of programs and managed budgets effectively while ensuring projects stayed within allocated funds.
- Analyzed data from surveys, focus groups, and other sources to inform outreach efforts.

RAGNO HOLD, Phoenix, AZ

2012-2014

Asset Lead/Graphics Programmer

- Collaborated with artists and designers to create visually appealing scenes, characters, animations, and special effects within the game environment. Created a robust particle system used for projectiles and visual effects and built optimized shaders for rendering 3D models within the game engine.
- Polished game to fix bugs and iron out occurring problems.

SKILLS

C/C++ | C# | Object-Oriented Programming | HTML5, CSS3, JavaScript, & jQuery | PHP | Python | XML | JIRA | UI/UX Design | 2D/3D Game Development | Desktop/Web App Development | Virtual & Augmented Reality Development | Microsoft Visio Studio | Adobe Cloud Products | Microsoft Office | Autodesk 3DSMax | Blender | Unity Engine | Node JS | Angular JS | Unreal Engine | Three JS | DirectX

EDUCATION & CREDENTIALS

Game and Simulation Programming, Devry University, 2014