

Joseph Acuna

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SKILLS & INTERESTS

- **Skills:** Programming; Adaptability; Strategic Thinking; Project Management; Administrative Management; Team Collaboration; Troubleshooting; Game Design; Technical Support; Python; C++; User Support; Communication; Technical Proficiency; Leadership; Interpersonal Skills, Self Motivated, Critical Thinking, Attention to Detail, Data Analysis, Project Management, Understanding AGILE Principles and Practices, Estimation and Planning, Continuous Development, SCRUM Mastery, User Story Writing, Risk Management, Budgeting and Scheduling
- **Interests:** Weightlifting; Cooking; Programming; Game Development; Level Design; Video Games; Wandering Around; Anime

PROJECT HISTORY ❖ [PORTFOLIO LINK](#)

P.I.N. Point

Lead Programmer

- As the programmer, I managed the functionality and logic between each UI menus, allowing the player to aim and shoot, and allowed the player to change various settings to their comfort.
- Many playtesters praised the functionality of the UI
- Throughout the process of this project, I developed my programming skills, learned how to effectively communicate with my team, and utilized AGILE methodologies to ensure smooth development.

Meow Runners

Lead Programmer

- As the lead programmer, I oversaw the implementation of player movement, enemy behavior.
- Many playtesters praised how smooth the player movement was.
- This collaborative effort to make a game has taught me how to effectively communicate with my teammates, encouraged me to manage my time more efficiently, and how to negotiate the amount of work I am able to work on to prevent miscommunication.

EDUCATION

California State University Chico

B.S., Computer Animation and Game Design

May 2025

Chico, CA

- Member of the CAGD (Computer Animation and Game Design) Club.
 - Member of the FASO (Filipino American Student Organization) Club.
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