

# David Flores

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## Technical Summary

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**Programming Languages:** C++, C#, Java, XML, GraphQL, HTML, CSS, JavaScript, PHP, SQL  
**Software:** Unity, Unreal, Visual Studio, OpenGL, Git, Android Studio, Perforce, Mantis  
**Specializations:** Software Engineering, Game Development, Android, A.I., Computer Graphics, Security

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## Professional Experience

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- Michigan State University**, East Lansing, MI **Fall 2018**  
Software Engineer, *Team Quicken Loans*
- Developed a GraphQL API as part of a five-person team in MSU senior capstone course
  - Integrated legacy apps with modern versions by leveraging Robotic Process Automation
- Stardock**, Plymouth, MI **Summer 2018**  
Game Developer, *Star Control: Origins*
- Implemented and enhanced systems within the codebase using C++
  - Documented, reproduced, and resolved several bugs and crash reports
- DTE Energy**, Detroit, MI **Summer 2017**  
Web Application Developer, Distributed Operations – Scheduling and Coordination
- Created web applications using HTML, CSS, JavaScript, PHP, and SQL to aid crew scheduling
  - Constructed and presented multiple prototypes to clients ensuring that project specifications were met

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## Projects

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- [The Grid Glitch](#)** **Spring 2019**  
**Lead Developer**
- Implemented the character controller, many gameplay mechanics, and an external stat-tracking system
  - Collaborated with industry partners to assess progress and address development concerns
  - Maintained patch notes and other important documentation
- [Walter, You Gotta Go](#)**, Team Quicken Loans **Fall 2018**  
**API Developer, Project Manager**
- Developed a GraphQL API that manages all network requests between our applications and our database
  - Ensured that the team stayed on schedule and that all materials were prepared for major milestones
- [The Robot Split in Time](#)** **Fall 2018**  
**Lead Developer, Co-Creator**
- Developed systems to handle character movement and input management for two players
  - Guided the project from the early prototyping stages to its latest public release
- [Star Control: Origins](#)**, Stardock **Summer 2018**  
**Game Developer**
- Designed several unique weapons to be used during interstellar space combat
  - Performed extensive testing to locate, document, and resolve bugs within the game
  - Organized and standardized XML data files for use within the game

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## Education

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- Michigan State University** – Honors College **May 2019**  
– **Bachelor of Science:** Computer Science, **Minor:** Game Design and Development

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## Awards and Honors

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- Intel University Games Showcase**, GDC, [The Robot Split in Time](#) **2019**  
**People's Choice Award**, [MSU GameDev Student Showcase](#), [C.A.R.L.](#) **2018**

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## Community Involvement

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- Office of Cultural and Academic Transitions**, Latino Student Mentor **2017 – 2018**