Ulysses Moran

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Bio

I am currently a college student in Academy of Arts University finishing my Bachelors Degree in Game Design. I started back in 2022 and before that I was in the U.S. Air Force. During my time in college I learned to program and develop games using Unity and Unreal engines. I've also worked along side Mythward Entertainment in creating Conquest Eldinar as a programmer from 2024 thru 2025.

Work Experience

Mechanic/Support
United States Air Force 07/2016 – 07/2022

- Learned to work with teams and communicate objectives while also documenting work completed and other jobs that may be needed.

Financial Manager/Form Stripper
Pacific Coast Concrete 07/2022 – 09/2023

- Managed financial reports, billing, paychecks, contracts, emails, material ordering, customers, and equipment repairs.
- Learned to create documentation for job specifics that explained the process of the work that would be done.

Game Programmer - Volunteer Work
Mythward Entertainment 07/2024 - 01/2026

- Learned and adapted to new systems as well as gain experience.
- Advertised game product to multiple customers during events.
- Learned to debug and create new function within the game.
- Game is made with Unity.

Game Designer - Student
Academy of Art University 07/2022 - 12/2026

- Gained experience using Unity engines.
- Learned to create an interactive level design as well creating system designs.
- Gained experience in using unity version control and perforce.
- Design fun interactive UI/UX concepts

Skills & Competence

- Spanish Translator
- Communication
- Team Collaborator
- Fast learner
- Unity Engine

Education

Academy of Arts University
Bachelor of Art (BFA) – Game Design 09/2022 –12/2026