

RONNIE FLORES

PROFILE

Results-driven professional with a robust background in games and engineering, complemented by hands-on experience in real estate. Leveraging a strong foundation in design documentation, Python programming, and Unreal Engine Blueprints, I excel in delivering high-quality projects and solutions. My extensive knowledge of computer hardware/software, architectural design concepts, and web design is supported by proven time management and organizational skills, including the handling of large budgets. I strive to exceed expectations and drive innovative, high-impact results.

APPS & TOOLS

- Adobe Products
- Microsoft office
- Trello
- Hack & Plan
- Unreal Engine 5 / Unity
- Source Control Software

KEY SKILLS

- Design Documentation
- Python language
- Time Management
- Extensive knowledge of computer hardware/software
- Unreal Engine Blueprints
- Organization/handling of large budgets
- Communication skills
- Architectural Design Concepts
- White-Boxing
- Web Design
- Guest Service Skills

WORK EXPERIENCE

Realtor Appraiser

California State Commercial Property | Santa Ana, CA
2014 – 2019

In my previous role, I meticulously arranged detailed reports following thorough inspections of targeted properties, ensuring accuracy and clarity. I played a key role in organizing and managing budgets to optimize profitability, aligning financial strategies with organizational goals. Additionally, I collaborated closely with REO asset managers to facilitate the effective foreclosure of properties, streamlining processes and enhancing overall operational efficiency.

Guest Service Operations

Disneyland Resort | Anaheim, CA
2016 - 2017

In my role managing guest service operations at Disneyland, I consistently delivered exceptional experiences by addressing guest inquiries and resolving issues with efficiency and a positive attitude. I played a crucial role in overseeing daily operations, ensuring smooth interactions and high satisfaction levels. My ability to anticipate guest needs and coordinate with various departments contributed to a seamless and memorable experience for all visitors.

EDUCATION

Bachelor of Science in Games, College of Engineering

University of Utah

May, 2024