|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | |  | 385-307-1811 | [Rondflores23@gmail.com](mailto:Rondflores23@gmail.com) | r-d-f-designs.com |
| 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 |  | | WORK EXPERIENCE | | |
| * Adobe Products * Microsoft office * Trello * Hack & Plan * Unreal Engine 5 / Unity * Source Control Software |  | | 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. | | |
| 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 |  | |
|  | | education | | |
| Bachelor of Science in Games, College of Engineering University of Utah May, 2024 | | |