

# JOHN CAMERON STAGE

Game Developer and Creative Producer



## CONTACT



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Panama City, FL, 32404

## EDUCATION

**Florida State University**

Sep 2021 - May 2024

B. A in English - Creative Writing

Minor in Computer Science

## TECHNICAL SKILLS

- Unity
- C#
- Git/GitHub
- Python
- C++
- Microsoft Suite
- HTML 5

## OTHER SKILLS

- Leadership
- Creative Design
- Game Design
- Narrative Design

## AWARDS

- National Eagle Scout Award

## PORTFOLIO

Visit my portfolio website [here](#)

## EXPERIENCE

### ○ Indie Game Developer

#### Pixel Art Tycoon

June 2024 - July 2024

- Designed and developed an original game using Python and Pygame
- Engineered programming algorithms for realistic physics simulations and in-game animations
- Created original assets and integrated third-party resources, including pixel art and sound effects, to build a visually appealing game world

### ○ Indie Game Developer

#### Kitchen Chaos

July 2024 - Nov 2024

- Designed and developed a video game using C# and the *Unity Game Engine*
- Debugged and refactored code extensively to follow programming best practices
- Engineered character controllers, collision detection, shaders, and animations
- Implemented UI elements for a tutorial, main menu, pause screen, and options screen

### ○ Secretary - Brotherhood Committee

#### **Delta Sigma Phi - Theta Xi**

March 2023 - May 2024

- Led, planned, and executed 23 Brotherhood events that met volunteering, community engagement, recruiting, and brotherhood goals
- Organized 3 volunteer events for the *National Pediatric Cancer Foundation*, totaling 475 combined man-hours and raising over \$45,000
- Created and presented weekly "Upcoming Event(s)" PowerPoint presentations to all members.

### ○ Independent Writer and Producer

#### Dungeon Masters Guild

May 2021 - Present

- The creation and publishing of over 30 pages of original supplemental material for *Dungeons & Dragons*
- Use of HTML 5 to match finished products to the design principles of preexisting *Dungeons & Dragons* content
- Extensive playtesting to gather feedback used to revise and update previously published material
- Manage marketing for published work through *Instagram*