## **Toby C. Martin**

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| [github.com/A-Ratt](http://github.com/A-Ratt) |

SUMMARY OF QUALIFICATIONS

* Microsoft Office Certified from High School Curriculum
* Top of the Class in Art, in multiple disciplines including, Oil painting, Clay, 3D-Modeling Software, and Drawing
* Programming Languages used: C, C#, C++, Java
* High amount of passion for strategizing, problem solving, and creativity

EDUCATION

**Bachelor of Science in Computer Science;** GPA 3.0 Expected May 2025

Washington State University, Pullman, WA

Relevant Coursework:

Game Programming and design, Optimization of Systems and Algorithms, Use and Implementation of those Systems and Algorithms

**Running Start Program -** Completed one and a half years of credits

Focus on drawing, and art as a whole, as well as getting UCore credits done

SKILLS

C#, C, C++, Java; Beginner to advanced experience with a multitude of languages. Advanced level of experience modeling in Blender, Maya, including sculpting, rigging, and texturing.

PROJECTS

* **Independent Game Studies** utilizing Unity, both 2D and 3D
* Participated in a **Game Jam** held by the Universities Game Design Club
  + Coordinated with a team to create a top down 2D horror game
  + Focused on creating and animating sprites for the monsters that chased after the player
  + Assisted with essential game design around the games main mechanic, a lamp that the player had to collect oil for, that worked to banish the monsters around the map, I personally implemented the design for the lamp to have the ability to heal the player, as the player loses health, they get slower, so healing helped speed up the game

AWARDS AND EXPERIENCES

* **High placements** in strategy board game tournaments across the state
* **Awards** for teamwork and ingenuity from Lego League Tournaments during my adolescence
* Years of working on my own small game related projects