

Antranic Honanian

323-377-8370 | andohonanian@yahoo.com | antranics-portfolio.com
Los Angeles, California

SUMMARY

Passionate computer science graduate with a strong enthusiasm for software and game development. Equipped with a solid foundation in computer science principles and programming, I am driven to apply my technical skills and creative mindset to contribute to the dynamic and ever-evolving field of software engineering. I thrive on the opportunity to continually learn and apply new knowledge to tackle exciting challenges.

EDUCATION

California State University, Northridge | B.S. in Computer Science

April 2020 - May 2023

Relevant courses: Algorithm Design, SR Design Project, Graphic System/Design, Human-Computer Interaction, Graphical User Interface, Operating Systems, Advance Data Structures

SKILLS

Unity Engine, C#, Javascript, PHP, MySQL, ReactJs

EMPLOYMENT

Full Stack Developer Intern

SimplyRem

August 2023 -current

- Collaborated with my team to develop and implement an automated document management system for a doctor's office, leveraging barcode technology to retrieve patient information quickly and accurately
- Upcoming project, integrating and developing a facial recognition software to automate attendance

Personal PROJECTS

Zombie Shooter - Personal Project(PC)

Jan 2023-May 2023

- Designed and developed a 3D zombie shooter game featuring a weapon switch system, enemy AI, and a wave spawner mechanism.
- Utilized ProBuilder's intuitive tools to construct and shape 3D models directly within the Unity Editor, streamlining the environment creation process.

HeroEscape/Unstoppable Swords - Class Project(MOBILE)

Jan 2022-May 2022

- Designed and developed a 2D side scrolling platformer game with a unique player switch option.
- Implemented an in-game purchasable shop system, offering players a variety of power-ups and customization options.
- Successfully published the game for mobile(android).

Fighting Genre Game - Personal Project(PC)

Dec 2020-June 2021

- Created a 3D fighting game inspired by Fight Club, incorporating features like enemy AI and a combo attack system.
- Leveraged animation events to ensure precise damage calculations between the player and enemy game objects, enhancing the overall immersion and creating a more responsive combat experience.

Top Down Action Game - Personal Project(PC)

Feb 2020-Jun 2020

- Designed and developed a 2D top down shooter game featuring a wave spawner system, pick-up mechanics for health and weapons, and a challenging boss system.
- Implemented state machine behavior to create a dynamic enemy AI and player interactions.