Astor Donovan-Goujon

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Availability: September 2024

Education

Northeastern University, Boston, MA September 2019 - May 2024
Khoury College of Computer Sciences
Candidate for Bachelor of Science in Computer Science and Game Development, 2024

Related Courses: Game Design Capstone, Game Programming, Game Studio, Level Design Computer Graphics, Game Interface Design, Object-Oriented Design

Honors: GPA: 3.2/4.0, Dean Scholarship

Activities: Division 1 Track and Field, League of Legends Esports Club

Technical Skills

Languages: C++, C#, Java, Python, Typescript, SQL

Tools: GitHub, Unity, Visual Studio Code, Unreal Engine

Work Experience

Wood Mackenzie (Student Researcher) , Boston July 2021 - December 2021

- Incorporated flow network principles into a data predicting algorithm.
- Achieved proficiency in VBA code to format and copy data between Excel workbooks.
- Restructured old functionality to better pull data from a data base in VBA code.
- Implemented a new data pulling function into unique Excel workbooks based on their data and organization styles in VBA code.

State Street(Software Engineer Co-Op), Boston July 2022 - December 2022

- Researched the Open Telemetry library to understand how to implement it into code bases.
- Implemented the Open Telemetry library into various microservices in Java.
- Reported telemetry about functions to aid with optimization of those functions in Grafana.
- Utilized Docker containers to run and understand prebuilt microservices.

Projects

Underworld's Pursuit(Unity 2D Game) February 2024 - April 2024

- Created a game manager to handle loss states and moving from one level to another in C# and using Unity's built in tools.
- Implemented the player's dash and jump abilities in C#.
- Created playtest forms and playtest sessions and reported on that feedback to team members.
- Coded the health system that was used for the bosses and the player in C#.