

# Cedric Cooper

## GAME DEVELOPER

Born in Chicago raised in Las Vegas who earned my B.S. degree in Game Design. My best skillsets are in programming and designing with my passion to create games, such as board games, video games, or card games that brings joy to many people around the world.



## EXPERIENCE

### Student, Game Design

*Full Sail University | Sept. 2018 - Present*

- Training in the production needs of the game design industry, story development, and game play.
- Learned and used C# with Unity and Unreal code nodes to create different game projects using 2D/3D objects for first/third-person, platformers, shooters, and puzzle games.
- Designed game mechanics and implemented game balancing for several projects.
- Used raycast and instantiate methods to create shooting mechanics, along with list and arrays to keep track of certain objects for memory/puzzle games. Also used Debug methods and Visual Studio default debugger breakpoints, to test that methods and other variables were running in the correct order.
- Developed levels, scripts, animations, and UI for 4 game prototypes. QA/UX other developers games which followed with detailed game documentations.

### Team Member

*Firehouse Subs | Aug. 2019 - Jan. 2020*

## ACADEMIC HISTORY

### Full Sail University

*Bachelor of Science | Sept 2018 - Oct. 2021*

B.S. Game Design, Graduation Date: Oct. 2021

## CORE SKILLS

### PROGRAMMING



### C#



### DESIGN



### QA/UX



### OOP



### ANIMATION



### UNITY



### BALANCE



### PROBLEM-SOLVING



### COMMUNICATION



### INVOLVEMENT/ VOLUTNEER WORK

- Willing Workers of Nevada
- Speech and Debate Club
- Chess Club
- Roll 20 Club (Gaming Club)

## GET IN TOUCH

Phone: 702-748-6825

Email: Cedriccooper667@outlook.com

LinkedIn: @cedric-gamedev