Contact

- **Caden Sinclair**
- **CadenLS**
- sinclaircaden@gmail.com
- 903-327-9187

Technical Skills

Proficient:

C++ · C# · Java · Git · GitHub · Unity · UML · Unreal Engine · Trello · Debugging · Unit Tests · Game Design · 2D · 3D · Data Structures · JSON · Sprite Art · Drawing · UX · Python

Intermediate:

CSS · Databases · SQL · Photoshop · Illustrator · JavaScript · Blender · Artificial Intelligence · HTML

Actively Learning:

React · React Native · Node JS · Firebase · MapBox · AWS

Durable Skills

Adaptable · Collaboration · Communication · Resourceful · Creative · Time Management · Problem Solving · Attention to Detail

Caden Sinclair

Software Engineer | Game Developer

Objective

Aspiring software developer seeking a position in the software development industry to apply technical expertise, creativity, and passion. Eager to collaborate with a team to deliver innovative and immersive projects.

Industry Experience

Game Developer/Sprite Artist, N.G.S.
Neumont Collaborative Project
Jan 2025 – March 2025
Salt Lake City, Utah

- Designed and created art assets for a 2D side-scroller arcade game, crafting a cohesive visual style.
- Implemented pet mechanics, developing both the logic and visuals for passive ability systems to enhance gameplay depth.

UI/UX | Full Stack Engineer – Salt Lake Weekly | Stella App
Collaborative Internship
April 2025 – Current
Salt Lake City, Utah

- Contributed to the development of Salt Lake Weekly's Stella App as part of a collaborative team. Assisted in modernizing the app's functionality and design. Worked closely with team members to align project goals.
- Led UI/UX improvements to enhance overall user experience. Supported back-end developers during the initial setup phase. Shared creative ideas to improve design and usability.

Projects

Game Developer – ShadowHaven
Neumont Capstone Project
Nov 2024 – Dec 2024

- Developed Shadow Haven, a 2D Metroidvania game featuring stealth, puzzle-solving, and combat mechanics with unlockable abilities and dynamic enemy AI.
- Designed polished gameplay and environments through rapid prototyping and iterative development, emphasizing exploration and story-driven progression.

Education

Bachelor of Science, Software & Game Development
Neumont College of Computer Science 2022-2025 Salt Lake City, Utah **138 Credit Hours Current GPA: 3.84**

Grayson College 2020-2022 Denison, Texas **24 Dual Credit Hours GPA: 3.25**

Collinsville High School 2017-2022 Collinsville, Texas **High School Diploma Rank: 4 GPA: 3.85**

Honors/Awards

Neumont College of Computer Science – Salt Lake City, Utah
Sep 2025

- Neumont Achievement Scholarship/Award
- Rocket League Team Member | Captain
- Brawlhalla Captain