

Vincent J. Allen

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Skills

General: Product Assembly, Auditing, Customer Service, Teamwork, Adaptability, Interpersonal Communication, Attention to Detail, Technology, Mathematics, Sales, Leadership, Project Management, Organization, Conflict Resolution, Product Knowledge, Multitasking, Google Suite, Microsoft Office

Education

Bachelor of Science in Computer Science and Software Engineering

September 2019 - August 2023

University of Washington Bothell - GPA: 3.33

Dean's List: Spring 2020, Autumn 2020, Autumn 2021, Spring 2022, Autumn 2022

Relevant Coursework: Project Management, OOP, Data Structures, Algorithmic Design, Linear Algebra, Discrete Mathematics, Artificial Intelligence, Computer Graphics, Game Development, Game Engine Development, Multithreading, Networking, Linear Algebra, Backend, Frontend, Full Stack

Relevant Experience

Stock Associate

July 2022 – November 2023

The Northface – Tulalip, WA

- Stocked, assembled, and maintained store merchandise for future sale, advertisement, or shipment.
- Kept detailed audits of store merchandise for expedient access and inventory assessment.
- Provided customers with product knowledge to give a personalized and welcoming shopping experience.
- Cleaned, detailed, and prepared the store daily to guarantee safe and efficient operations.

Consultation Agent

July 2021 - October 2021

Best Buy, Geek Squad – Marysville, WA

- Repaired a diverse set of over 500 devices ranging from printers to custom built desktops.
- Consulted over 300 customers on appropriate device care and usage.
- Troubleshooted over hundreds of devices with a wide variety of issues, ranging from software to hardware errors.
- Performed advanced OS repair on a diverse selection of over 5 operating system archetypes.

Assistant IT

June 2017 - September 2017

Lakewood School District – Arlington, WA

- Performed bulk installation of operating systems over the network for over 300 desktop computers.
- Recycled delicate components from over 100 devices set to be demolished.
- Secured client confidentiality by performing thorough data wipes and HDD disassembly.

Technical Projects

Software Engineer

June 2023 - August 2023

MechaPunk Fury – Bothell, WA

2D side-scrolling beat-em up capstone game where the player fights through hordes of various punk enemies.

- Designed player state machine architecture to enable quick, dynamic development and feature adjustments.
- Followed SCRUM methodology to enable quick adjustments to project requirements based on provided feedback.

GitHub: <https://vibble.itch.io/mechapunk-fury>

Technical Skills: SCRUM, OOP, C#, Unity, VFX, Git, Visual Studio

Software Engineer

January 2022 - March 2022

Web-Based Game Engine – Everett, WA

Game engine written in JavaScript for designing 2D web games, under the instruction of Professor Sung.

- Supported dynamic lighting, PBR materials, and custom shaders through WebGL.
- Implemented multithreading for the separation of physics, CPU, and engine bound operations.

Technical Skills: JavaScript, Git, Algorithms, Shader Pipeline, Multithreading, Engine Design