Craig Isaac Hussey

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As a game programmer with experience in Unity, I am passionate about developing immersive experiences. From designing gameplay mechanics to optimizing performance, I am committed to creating memorable gaming experiences that push the boundaries of what's possible. I would love to bring my skills and enthusiasm to your next project.

RELEVANT COURSES

Interactive Multimedia	Audio Production
Data Structures	Concepts of Physics
Formal Logic	Discrete Mathematics
Programming I, II	Digital Game Design
Systems Analysis and Design	Foundations of Game Engines
Game Narrative and Concepts	Advanced Game Design and Development
Object Oriented Programming	Programming for Game Developers
Two-Dimensional Game Design	Computer Concepts and Programming
Fundamentals of Game Design	Group Game Project I, II
Intro to Operating Systems	Game Programming Studio
Intro to Game Programming	Intro to Game Design

EDUCATION

Bloomfield College, Bloomfield NJ — *Game Programming*

SEPTEMBER 2022 — CURRENT

GPA 3.675

Raritan Vally Community College, Branchburg NJ — *Game Development*

SEPTEMBER 2019 — MAY 2022

Deans List - Spring 2020, Fall 2021, Spring 2022

GPA 3.657

PROJECTS

https://github.com/DarcProducts

https://darcproducts.itch.io/