

Craig Isaac Hussey

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RELEVANT COURSES

Interactive Multimedia

Data Structures

Formal Logic

Programming I, II

Systems Analysis and Design

Game Narrative and Concepts

Object-Oriented Programming

Two-Dimensional Game Design

Fundamentals of Game Design

Intro to Operating Systems

Intro to Game Programming

Audio Production

Concepts of Physics

Discrete Mathematics

Digital Game Design

Foundations of Game Engines

Advanced Game Design and Development

Programming for Game Developers

Computer Concepts and Programming

Group Game Project I, II

Game Programming Studio

Intro to Game Design

EXPERIENCE

Think Round Inc, San Francisco, CA – *Unity XR Developer*

JUNE 2023-CURRENT

Non-profit volunteer work

EDUCATION

Bloomfield College, Bloomfield, NJ – *Game Programming*

SEPTEMBER 2022-CURRENT

GPA 3.675

Raritan Valley 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/>