

JOHN FRANCIS

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Objective

To acquire real-world experience working in the Game Development Industry

Qualifications

- Experienced with multiple programming languages
- Engineering Experience
- Passionate for and highly motivated by Games
- Familiarity with programming and designing games
- Strong collaborative skills
- Experienced in Object Oriented Programming
- Experienced Gamer

Education and Training

Southern Methodist University - Dallas, TX, USA 2013-2017
3.25 major GPA - Undergraduate Computer Science major
Relevant Coursework: Data Structures, Intermediate Game Programming, C++, Graphical User Interfaces, Programming Languages, Discrete Computational Structures, Assembly Language

The American School of Kinshasa - Kinshasa, Democratic Republic of Congo (DRC) 2009-2013
3.78 GPA, High School

Technical Skills

Programming Languages: C++, Java, Unity, Ruby, CSS, JavaScript, HTML5, Python, Processing

Software Experience: Git/GitHub, VirtualBox, Microsoft Office, Arduino, Game Maker
Microsoft Visual Studios, Adobe Creative Studios, QtCreator, Netbeans
Sublime Text, Brackets, Matlab, WinSCP/SSH Clients, Eclipse, Dropbox

Experience

Engineering Project Lead 2013-present
Engineers Without Borders
-Worked with team of engineers on designing applications and websites for an orphanage in Honduras
-Currently lead a team designing an efficient, lightweight greenhouse for the Dallas area

Personal Game Projects 2006-present
-Self-motivated game development using Game Maker, Processing, C++, and Unity

Miscellaneous

Favorite Games: Dota 2, Super Smash Bros, Evolve, Counter Strike: Global Offensive, Starcraft 2, Minecraft, Bastion, Halo series, Hearthstone, Magic: The Gathering, Diablo series, Elder Scrolls Oblivion and Skyrim, Total War Series, Dark Souls, Guild Wars 2