JAYDEN QUALLIO

SOFTWARE DEVELOPER

Summary

To find an opportunity to use my programming knowledge and experiences to create technologies that can help to improve outdated architectures and help make user experiences more satisfying.

Programming experience and knowledge in C#, HTML, CSS, JavaScript, and SQL. Outside of formal education many hours of research have been dedicated to get a better understanding of programming techniques, languages, and programming conventions.

Skills and Technologies

- C#
- Unity Game Engine
- HTML, CSS, JavaScript, SQL
- Blender
- Photoshop, Illustrator, Premier
- Word, Excel, PowerPoint

Experience

Unity Game Developer Intern Meridian Technical Charter Highschool, ID, 2022 - Present

- Assist others in various programs
- Debug code and help reach a polished game

Unity Game Developer Intern Meridian Technical Charter Highschool, ID, 2020 – 2021

- Creating and fixing games in Unity
- Collaborating with others as a team
- Collaborator on content for virtual experiences

Certifications and Achievements

- 2 Years of C# and Unity Development
- Designed and Developed Multiplayer Game for Company
- OSHA 10 Hour Certification
- MTA: Software Development Fundamentals
- IC3: Digital Literacy Certification
- Principal Honor Roll 4.0

Contact

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