

Arthur Dent

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Summary

Enthusiastic and results-oriented game programmer with a passion for crafting immersive and engaging 3D action-adventure games. Possesses strong C++ and C# programming skills with a deep understanding of game mechanics, physics simulation, and optimization techniques. Adept at utilizing Unity 3D and Unreal Engine for development and scripting. Eager to leverage creativity and technical expertise to contribute to a dynamic game development team at a leading studio like Bethesda or Naughty Dog.

Education

- **University of Maryland, College Park, MD** (Expected Graduation: May 2025)
 - Bachelor of Science in Computer Science with a minor in Game Development | GPA: 3.52
 - Relevant Coursework: Game Programming I & II, Advanced Game Design, 3D Graphics Programming, AI for Games, Physics Simulation for Games, Game Engine Scripting (Unity & Unreal)
 - **University Game Development Club President (2023-Present)** - Led a team of 30+ students in organizing workshops, guest speaker events, and game jam participations.

Technical Skills

- **Programming Languages:** C++ (Expert), C# (Proficient), Lua (Working Knowledge)
- **Game Engines:** Unity 3D (Expert), Unreal Engine (Intermediate)
- **Development Tools:** Git, Version control systems, Visual Studio, Unity Editor, Unreal Engine Editor
- **Game Development Skills:** Game mechanics programming (combat, movement, inventory), User interface (UI) development, 3D character animation, Physics simulation (ragdoll, vehicles), Optimization techniques (profiling, memory management)

Projects

- **Personal Game Project: "Planetary Peril" (Mobile Game, Unity 3D) (2023)**
 - Independently designed, coded, and published a top-down 3D action-adventure mobile game on the Google Play Store. The game achieved 10,000 downloads and a 4.2-star user

rating within 3 months.

- **University Game Development Project: "Space Colonization Simulator" (Team Project, Unreal Engine) (2022)**
 - Collaborated with a team of 5 to develop a first-person base-building simulator set on Mars. Implemented core gameplay mechanics for resource gathering, base construction, and alien combat using C++.
- **Game Jam Participation: "Ludum Dare 52" (Solo Project, Unity 3D) (2023)**
 - Participated in a 48-hour game jam competition, creating a single-player puzzle platformer within the theme of "Gravity." The game was awarded "Most Innovative Gameplay" by the jam community.

Experience

- **Game Development Internship: Blizzard Entertainment, Irvine, CA (Summer 2023)**
 - Gained valuable industry experience working on the World of Warcraft franchise. Contributed to the development of new in-game item interactions by implementing C++ code for character animations and physics simulations.

Awards and Activities

- **Member, University of Maryland Game Development Club (2021-Present)**

Additional Information

- Strong problem-solving and analytical skills
- Excellent communication and collaboration skills
- Creative and innovative approach to game design and development
- Ability to work independently and meet deadlines effectively
- Passionate about the gaming industry and eager to learn new technologies