

Finnegan McGuire

buisnessmcguire@gmail.com

WORK EXPERIENCE

Jim McGuire Photography, 1212 East 10th — *Photography Assistant / Event Manager*

April 2018 - PRESENT

Job required to work with customers and a general hands on work environment. Managed Events, and working consistently to satisfy my boss. Went on work trips to photograph and film company commercials. These companies consist of Lawfirms, Factories and More.

Big Puffy Yellow — *VR Unity Developer, AltspaceVr*

August 2020 - PRESENT

Job required to work in unity using the Altspace package. Using unity I developed and created custom maps for a burning man group called "Big Puffy Yellow". I was paid upon finishing specific milestones/groups for the group.

EDUCATION

Central Piedmont Community College— Associates Degree In Computer Science

MONTH 2018 - June 2022

Levine Middle College High School, Location — *High School Diploma*

MONTH 2018 - June 2021

PERSONAL PROJECTS

Unity 3D Games - <https://finnder.itch.io/>

- I have developed a total of 4 indie games by myself w/ more in development.
- All developed in Unity and Coded in C#

SKILLS

- Proficient In Swift
- Proficient In Python 3
- Proficient In HTML5 and CSS
- Proficient In Javascript
- Proficient In C#
- Experience In XCode
- Experience In Firebase
- Proficient In Unity Game Engine

AWARDS

Won 100\$ for App Competition In High School (Sophomore)

LANGUAGES

English

Links

Github - <https://github.com/Finnder>

Games Developed By Me - <https://finnder.itch.io/>

League Of Legends Application - Python

Uses an API by RIOT games and displays player information in an easy to consume manner. Project published on my github.