

Finnegan McGuire

businessmcguire1212@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 worked 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 - May 2021

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

Undecided School — Bachelor's Degree In Computer Science

Jan 2021 - June 2023

Central Piedmont Community College— Associates Degree In Arts

November 2018 - June 2022

Levine Middle College High School, Location — High School Diploma

September 2018 - May 2021

PERSONAL PROJECTS

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

All games developed in C# using Visual Studio with the Unity API.

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.](#) Reason for this project was mainly for fun.

SKILLS

- Proficient In Python 3
- Proficient In HTML5, CSS, and JavaScript
- Proficient In JAVA
- Proficient In C#

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/>

Personal Website Developed
By Me -
finneganmcguire.com

