

Gerald Dukuly
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Technical Skills

Languages: Python, Java, C#, JavaScript, HTML/CSS

Developer Tools: VS Code, Visual Studio, Android Studio, Eclipse, PyCharm

Technologies/Frameworks: React, Flask, Unity

Project Management: AGILE, SCRUM, GitHub

Projects

Interactive Dice Web App | HTML, CSS, JavaScript

- Created the concept and user interface design for the app, ensuring intuitive navigation and visual appeal.
- Implemented HTML, CSS, and JavaScript to build the interactive features and animations.
- Utilized randomization algorithms to simulate dice rolls accurately and maintain fairness.
- Incorporated responsive design to ensure seamless functionality on various devices and screen sizes.

Tic-Tac Toe Android App | Java, Android Studio

- Conceptualized and designed the user interface, ensuring a clean and intuitive layout for seamless gameplay.
- Utilized Java and the Android SDK to implement game logic, AI opponent, and interactive features.
- Integrated a two-player mode for local multiplayer, enhancing user engagement and social interaction.
- Implemented AI algorithms to create a challenging single-player experience while allowing users to select difficulty levels.

2D Platformer Game | C#, Unity Game Engine

- Conceived the game concept and crafted the game design, ensuring engaging level progression and player interaction.
- Employed Unity and C# to bring the game to life, implementing character controls, physics, and gameplay mechanics.
- Created captivating game assets, including characters, objects, and backgrounds, using graphic design software.
- Designed and balanced game levels, integrating various obstacles, power-ups, and puzzles to maintain player engagement.

Education

Mount St. Mary's University

Aug. 2020 – May. 2024

Bachelor of Science in Computer Science

Bachelor of French Language and Culture

Relevant Coursework

Data Structures, Database Management, Data Structures and Algorithms, Discrete Mathematics
Computer Architecture, Computer Security, Network System and Designs