

Christopher Martens

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<https://hadmatter00.github.io/>

Education

Shawnee State University – Portsmouth, OH
Bachelor of Science in Game Programming

Expected Graduation May 2024

- GPA 3.91
 - President's List (1 semester); Dean's List (4 semesters)
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Skills

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|----------|-------------------|
| • Python | • Visual Basic |
| • C++ | • Godot 3.5 & 4 |
| • C# | • Unreal Engine 5 |
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Projects

Ludum Dare 50 (Game Jam)

March 2022

- Utilized Godot to create a 3D arcade/horror game where players explore a maze & fight zombies.

The [REDACTED] Catacombs – Shawnee State University September – October 2022

- Utilized Godot to create a 3D momentum-based first-person shooter platformer game where players use unique guns to kill enemies.
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Relevant Coursework

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|-------------------------------------|--|
| • Game Programming Foundations I/II | • Object Oriented Programming & Software Engineering |
| • Concepts of 3D Graphics & Math | • Data Structures |
| • Computer Graphics I/II | • Algorithms |
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Work Experience

Shawnee State University – Portsmouth, OH

August 2020 – Present

Math Tutor

- Assist students by greeting upon entrance into math lab and answer questions
- Tutor students with math-related subjects including calculus, trigonometry, physics, & algebra

McDonald's – Canton, OH

June 2021 – August 2021

Crew Member

- Prepare food by cooking items using grill and assemble sandwiches with correct ingredients based on orders.

City of Canton – Canton, OH

June 2019 – August 2019

IT Assistant

- Solved computer issues for city employees by obtaining work orders and following up to look into specific problems on their devices.
- Worked with computers to set up devices and installed relevant programs and software.