

Christopher Martens

Canton, Ohio – (330)415-7612 – cmartens0149@gmail.com

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 (3 semesters)
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Skills

- Python
 - C++
 - C#
 - Visual Basic
 - Godot
 - 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

Nice City – Shawnee State University

October 2021 – December 2021

- Utilized Pygame to create puzzle city-builder game where players must arrange city blocks.

Maguffin Quest – Shawnee State University

March 2021 – May 2021

- Utilized Pygame to create procedurally generated top-down roguelike game where players collect unique items use a variety of weapons to kill enemies.
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Relevant Coursework

- Game Programming Foundations I/II
 - Concepts of 3D Graphics & Math
 - Computer Graphics I/II
 - Object Oriented Programming & Software Engineering
 - Data Structures
 - 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 – Present

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.