

Franklin Douglass

Game Developer

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Baltimore MD

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Summary

College Senior with a major in Simulation and Game Design. Also interested in other aspects of the gaming industry including eSports, and business.

Education, Awards, and Skills

University of Baltimore / Simulation and Game Design (2021)

Fall 2017 - PRESENT, Baltimore, Maryland

3.7 GPA; Dean's List; UB Challenge 2nd Place; Turner Award 2019; 3x Skillz eSports Champion

Technical Skills

Python, C#, HTML, Unity

Relevant Courses

GAME315 Programming for Interactive Design

Learned object oriented programming(C#) and how to create games in Unity.

GAME469 Game Development Project

Headed a team of game designers and established a connection between the artist and programmers to unify everyone's work into a cohesive game.

CMAT 303 Communicating Effectively

Learned how to give presentations and speeches that captivate, interest and enhance the audience's experience.

Experience

LAB eSports Club

Spring 2018 - PRESENT, University of Baltimore

Appointed President in Fall 2018.

Organize social events, tournaments, and member recruiting; manage club budget; cultivate relationships with other organizations; primary liaison between club and university; Awarded Program of the Year in 2019.

Ortus Academy / Intern

May 2019- August 2019, Baltimore, MD

Guided elementary and middle school kids through a financial literacy program.

MSA Summer Camp / Counselor in Training

Summer 2015- Summer 2017, Potomac, MD

Coached kids to improve their basketball skills; served as a role model for behavior on and off the court.