



Ian Fletcher

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[Portfolio](#)
[LinkedIn](#)
[GitHub](#)

Skills

- Software Development
- Game Design
- Unreal Engine
- Unity
- RPG Maker
- C#
- C++
- Python
- Java
- Kotlin
- AI
- Angular Web Development
- Excel
- Information Technology
- Teaching
- Github
- MySQL

Profile

Recent Grand Canyon University graduate with a B.S. in Computer Science with an Emphasis in Game Design and a minor in Cybersecurity. Passionate and driven software developer seeking opportunities to grow in software development and game design.

Experience

Aura Solutions August 2025 - Present
Software Developer

- Develop and maintain the Arizona Department of Transportation website and in-house software

Sundt Construction May 2024 - December 2024
Software Development Intern

- Develop applications and plugins for other virtual design and construction employees

Grand Canyon Education May 2023 - May 2024
Online Student Tutor

- Tutor students from Grand Canyon University's online program in math and computer science

Mathnasium March 2020 - September 2021
Instructor

- Tutored students K-12 in various levels of math

Education

Grand Canyon University September 2021 - April 2025
Computer Science Bachelor's
3.97

Projects

Pokemon Copper
<https://www.pokecommunity.com/threads/pokemon-copper-beta-1-4...>
A 2D, open-world Pokemon fan game.

Pokemon Inverse Emerald
<http://pokecommunity.com/threads/pok%C3%A9mon-inverse-emeral...>
A ROM hack of Pokemon Emerald with inverted type matchups.

Arizona Department of Transportation (ADOT) Website
Helped with bug fixes and feature implementation for the ADOT website.

Aura Solutions Team Time Reporting Website
Helped update and manage Aura Solutions' time reporting website.

Sundt Consturction Unreal Engine VR Experience
Built a VR tour of one of Sundt Construction's water treatment plants.