



# 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**  
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-1-4.537017/>  
A 2D, open-world Pokemon fan game.

**Pokemon Inverse Emerald**  
<http://pokecommunity.com/threads/pok%C3%A9mon-inverse-emerald.505693/>  
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.