

John Phillips

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About me:

John Phillips is a hardworking video game programmer fluent in C++ and lua, and very proficient in coding websites with HTML, CSS, and JavaScript. Taking initiative to learn more about the code and digital libraries that come with each game engine.

Primary Skills:

C++ and Lua.

HTML, CSS, and JavaScript.

An Intermediate understanding of the game engines, Godot and Leadwerks.

Secondary Skills:

3d Animation in Blender.

3d Modeling in Blender.

Adobe Suite.

Education:

Essex Center of Technology:

Cawd 1:	2019-2020
Cawd 2:	2020-Present

Achievements:

Honors at CTE.	2019-2020
E-1 in the Air National Guard.	2020-Present
Graduated from CAWD 1.	2019-2020

Work Experience:

Waiting Service at the Residence of Shelburne Bay.

2017-2019

Sales associate at Aubuchon hardware at the Shelburne.

2019-2020

References:

William Bohman

Computer Animation & Web Design II

Center for Technology, Essex

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Google Certified Educator

Matt Cronin

Computer Animation and Web Design @ CTE

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