

# Keoni Lanoza

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## EDUCATION

Chapman University, Orange, CA

May 2023

Bachelor of Science in Software Engineering, minor in Game Development Programming

3.494 GPA

### Relevant Courses:

- Collaborative Game Development
- The Unreal Game Engine
- The Software Development Lifecycle
- Data Structures and Algorithms
- Human Computer Interaction
- Programming Languages

## TECHNICAL SKILLS

- JAVA
- C#
- C++
- Python
- SQL
- HTML 5

- Unity
- Aseprite
- React

## PROFESSIONAL EXPERIENCE

Orange, CA

February 2022 – Present

### Game Designer/Artist, Bow Tie Cat Studios

- Collaborated using Unity and C# with a team of 5 others to design and implement gameplay features such as explosive barrels.
- Created over 100 different pixel art sprites using Aseprite to be placed in video game levels.
- Established project specifications using Jira, Trello, and Notion in order to facilitate efficient project development.
- Conducted quality assurance through gameplay tests to address software bugs and project feedback.

Orange, CA

August 2020 – May 2023

### Lead Resident Advisor, Chapman University

- Mentored a team of 11 others to promote community wellbeing through residential events and initiatives.
- Oversaw and held weekly staff meetings in order to communicate out essential department information and promote teambuilding.
- Enforced residential rules using Advocate and StarRez to promote safety.
- Connected with 60 residents and communicated issues to supervisors via Roompact and weekly one on one meetings.

## RELEVANT PROJECTS

- Kittens With Cannons [Steam/Itch.io]
  - Designed and implemented using C# and Unity, an explosive barrel feature to aid players in destroying the environment and fighting enemies
  - Created over 100 pixel art sprites for use in making environments for levels
  - Collaborated with 5 other team members in weekly meetings conducted with Jira and Trello
- Drive Quest Instructor [App Store]
  - Communicated with a team of 10 to design UI/UX in Figma and React Native
  - Engineered frontend features to improve accessibility and user experience such as the ability to change system sounds in the settings menu
  - Assisted teammates with UI icon creation in Adobe Photoshop
- Programming Languages Class Report
  - Spearheaded creation of an browser based calculator in JavaScript based on PEG.js
  - Created a programming language, Lambda Calculus, as part of a semester long project.
  - Gained an understanding of imperative and functional programming through class assignments.

February 2022 – Present

August 2021 – May 2022

## LEADERSHIP AND ACADEMIC ACTIVITIES

- Chapman Ticketing Services, **Box Office Attendant & Student Event Support**
- Chapman Asian Pacific Student Association, **Member**
- Chapman QTPOCC, **Member**

September 2019 – May 2022

September 2019 – March 2022

September 2019 – March 2020