

Keoni Lanoza

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EDUCATION

Chapman University, Orange, CA

May 2023

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

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 – October 2023

Game Designer/Illustrator, 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 following the agile development methodology.
- Conducted quality assurance through gameplay tests to address software bugs and optimize the game's performance

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 to other resident advisors and promote teambuilding
- Enforced residential policies while using Advocate and StarRez to promote safety in the community
- Connected monthly with 60 residents and communicated issues to supervisors via Roompack and weekly one on one meetings

Orange, CA

October 2019 - May 2022

Student Event Support, Chapman University

- Sold tickets to patrons through the program AudienceView while building rapport.
- Explained the ongoing campus events and gave further directions if needed to patrons.
- Enforced Covid-19 campus safety precautions with patrons with a focus on care and education.

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

February 2022 – October 2023
- 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

August 2021 – May 2022
- Programming Languages Class Report [GitHub]
 - Spearheaded creation of a browser-based calculator in JavaScript off of a PEG.js foundation
 - Created a programming language, Lambda Calculus, as part of a semester long project
 - Gained an understanding of imperative and functional programming through class assignments

August 2022 – December 2022