**Ezra Vance**

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[**https://github.com/L1v1on**](https://github.com/L1v1on)

**EDUCATION**

University of North Carolina at Charlotte, Charlotte, NC December 2018

Bachelor of Science in Computer Science

Central Piedmont Community College, Charlotte, NC 09/2010 – 12/2015

Associate in Science

**PROJECTS**

**NOCL, Windows Form Application, UNC Charlotte** 05/2018

* Developed a database interface for City of Charlotte client.
* Collaborated with four-man group using Visual Studio.
* Used Gitlab for version control.

**Music Inventory, Web Application Project, UNC Charlotte**  05/2018

* Designed a java web application using the MVC structure.
* Created the front-end using HTML and CSS.
* Formed the back-end using Servlets and JavaBeans.
* Made a database with MySQL.

**Redemption, Unity Project, UNC Charlotte**  08/2017

* Used Unity engine to develop 3D FPS with three-man team.
* Modeled environments and coded enemy AI.
* Created a 3D model using Blender.

**Vexious, Fall Game Jam Project, UNC Charlotte**  10/2016

* Used Unity engine to develop 2D shoot ‘em up game with two-man team in 48 hours.
* Organized team and designed game.

**TECHNICAL SKILLS**

Programming/Scripting Languages:

C++/C#, Java, JavaScript, SQL

Operating Systems:

Windows, Unix

**EXPERIENCE**

United States Air Force 08/2012 – 02/2014

**Airman First Class, MOS: Pest & Grounds Control**

* Managed appointments for base personnel, residents and businesses.
* Preformed regular inspections of base facilities and insured the safety of personnel and their families.