Grass Valley, CA

(530)-563-7255

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https://www.linkedin.com/in/lanceroller/

Lance Roller

Enthusiastic and adaptable software/game developer with a diverse background in customer service, teaching, and online tutoring, seeking to leverage my problem-solving and communication skills to excel in the software/game development industry.

April 2024 – January 2025

B.S. in Software Engineering
Western Governors University

- Programming / Developing
- Application Building
- Information Technology
- Troubleshooting

Graduated April 2019

B.S. in Psychology
Capella University

- Psychology Studies
- Concepts of Behavioral and Cognitive therapy.
- Psychological Research

Graduated May 2018

A.S. in Communications
Sierra College

- Communication Studies
- Interpersonal, Team, and Intercultural Communications
- Public Communications

Credentials

- AWS Certified Cloud Practitioner
- CompTIA Project+
- Git Essentials
- Programming Hub Kotlin and Python

2021 - Present

Game Developer
Lanceroy Productions

Solo-developed a full-fledged indie game called "Fox Trot" from start to finish, which was successfully released on multiple platforms, including Android and Windows. Throughout the development process, I utilized Unity Engine and C# to create and maintain game features, ensuring seamless gameplay, intuitive player controls, and effective AI behavior. I also integrated third-party APIs for analytics, leaderboards, advertisements, and in-app purchases to boost player engagement and monetization. Additionally, I collected and analyzed user feedback, driving iterative improvements that enhanced the overall player experience.

Additional Experience

- Delivery Driver at DoorDash & Amazon (2020 – 2022)
- Server at Diego's Restaurant (2020 – 2021).
- Barista at Starbucks (2020 – 2020).
- Online ESL Teacher/Tutor (2018 – 2020).
- Best Western Front Desk (2017 – 2018).
- Security Officer
- United States Air Force Communications Intelligence
- Retail Services at K-mart
- Food Industry at various locations.

Skills

- Software, Application, and Game Development
- Unity Engine, Audacity, Android Studio and Adobe Products
- C#, Python, Java, LUA, and Kotlin Programming
- SQL Database Queries
- Cloud Computing, Firebase, AWS, and Microsoft Playfab
- API Integration
- Problem Solving and Debugging
- Microsoft Word, Excel, and PowerPoint