

Mark Metcalf

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EDUCATION

High Point University

B.A. in Game Design & B.S. in Computer Science

GPA: 3.951

Honors: Millis Scholar Award, Alpha Lambda Delta, Alpha Chi

Relevant Coursework: Adv. Prog. With Data Structures, Discrete Structures

May 2027

High Point, NC

ACADEMIC EXPERIENCE

High Point University

Student

High Point, NC

Aug. 2022 – Present

- Programmed a mortgage calculator, a leap year calculator, a contact list, a password checker, a blackjack game, a hangman game, a rock-paper-scissors game, and a text-based adventure game
- Collaborated with 2 groups to develop a game for a class and another to present at the East Coast Gaming Conference

WORK EXPERIENCE - COMMUNITY INVOLVEMENT

High Point University

Supplemental Instruction Leader

High Point, NC

Sept. 2024 – Present

- Assist 20+ students with learning Visual Studio and C++ as a lab assistant and a tutor for 5+ hours per week
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High Point University

Marching Panthers Sound and Tent Crew Captain

Aug. 2022 – Present

- Collaborated with marching band leadership for 100+ hours to practice and perform for freshmen-move in events, sporting events, halftime shows, and exhibitions
- Assisted with preparing water coolers to hydrate the marching band for weekly 3-hour practices
- Led groups of 6+ people to help set up tents for the front ensemble as well as provide power for instruments and sound amplification equipment for 4 halftime shows in the 2024 season

YMCA

Teaching Assistant

Mocksville, NC

May 2023 – Jul. 2024

- Monitored groups of 20 middle schoolers over 9 weeks of a summer program and kept them engaged with Blooket and swimming sessions
- Engaged with groups of 20 first, second and third graders by leading craft activities and brainstorming ideas with coworkers

Boy Scouts of America Troop 575

Eagle Scout

Advance, NC

Sept. 2015 – Jul. 2021

- Contributed 40 hours towards Eagle Scout Projects benefiting my hometown of Mocksville
- Marked a trail for a local animal shelter to provide an alternate route to ensure safe passage for shelter animals

SKILLS

• Python • C++ • Visual Studio • Vim Editor • GitHub • HTML • CSS • Unreal Engine • Photoshop

