Mark Metcalf

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EDUCATION

High Point University

May 2027

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

High Point, NC

GPA: 3.951

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

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

ACADEMIC EXPERIENCE

High Point University

High Point, NC

Student

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

High Point, NC

Supplemental Instruction Leader

Sept. 2024 – Present

- Mentored 20+ students with navigating Visual Studio and C++ as a lab assistant during class
- Guided students through C++ programs and communicated one-on-one for 4 hours per week

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 freshmenmove in events, sporting events, halftime shows, and exhibitions
- Prepared 2 five-gallon 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

YMCA Mocksville, NC

Teaching Assistant

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

Advance, NC

Eagle Scout

Sept. 2015 – Jul. 2021

- Devoted 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