

Melody Morse

Game Programmer

Email: MaxMelodyMorse@gmail.com

Portfolio: <https://melodymorse.github.io/>

Skills:

- Unity
- Android
- Gear VR
- JavaScript
- PHP
- Manual Testing
- Markdown
- .Net
- Word
- Twitter API
- GameMaker Studio
- Google Daydream
- Oculus
- HTML
- Git
- JSON
- Bootstrap
- ActionScript 3
- Excel
- Photoshop
- C#
- Windows Mixed Reality
- Maya
- CSS
- SCRUM
- Node.js
- SQL
- C++
- PowerPoint

Education:

NHTI, Concord's Community College

(Class of May 2019)

Associate of Science in Animation and Graphic Game Programming

Plymouth State University

(Class of May 2013)

Bachelor of Arts in English, Minor in Drawing

Experience:

Neigh-BOO-hood

(C#, Unity)

Programmer, NHTI

(December 2018 – May 2019, 7 team members)

- Coordinated with team members using SCRUM
- Performed manual tests to ensure game systems were functioning as expected
- Designed and implemented user inventory system and miscellaneous features
- Collaborated with other programmers to test and debug project
- Organized and documented code according to best practices

The Good Game

(C#, Unity)

Programmer, Personal Project

(March 2019 – Ongoing, Solo)

- Designed project architecture
- Developed custom editor tools to aid in level select map creation

(C#, Unity)

Picross Paint

Programmer, Personal Project

(April 2019 – Ongoing, Solo)

- Developed game manager to track player's progress
- Designed UI