

Melody Morse

Email: MaxMelodyMorse@gmail.com

Game Programmer

Skills:

- Unity
- JavaScript
- PHP
- Manual Testing
- Markdown
- .Net
- Word
- Twitter API
- GameMaker Studio
- HTML
- Git
- JSON
- Bootstrap
- ActionScript 3
- Excel
- Photoshop
- C#
- CSS
- SCRUM
- Node.js
- SQL
- C++
- PowerPoint
- Maya

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:

Puzzle Platformer (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 Adventure
Programmer, NHTI (April 2019, Solo)

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

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