Christopher Crawford
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Computer science student. Experience with Unity Engine, C#, C++, Git, Objective-C, HMTL, and CSS. Can google his problems.

Personal Projects:
Stockholm Syndrome Game, Command Line Program, C++
https://github.com/chrisgloom/Stockholm
- Player names their hostage and can choose a variety of actions to perform on them
- Use of #ifdef to accommodate Windows and Mac OS

Hexadecimal Interpolation for LSDJ, Command Line Program, C++
- Program takes two hexadecimal values and an amount of steps between them to output a series of interpolation values
- Used to augment composition in the gameboy music track, LSDJ

Search Game, Unity Engine, C#
- Players deposited in maze, had to find and click a cube in one of three randomly chosen spawn points
- Player score kept track of

Work Experience:
Copywriter, Versa Creative Group, Houston, TX, March 2015-August 2015
- Responsible for clients: Bel Furniture, Smile Barn Dental, Mint Baby & Pro Painters
- Managed daily social media posting, blogs & designed digital ads including proofreading and creative conception of product names and new campaigns
- Learned and trained agency in Workamajig project management: How to onboard clients, create new projects, bill, and create invoices

Social Media Intern, American Diabetes Association, Houston, TX, August 2014-March 2015
- Produced the Houston video for *Step Out: Walk to Stop Diabetes 2014*
- Ran ADA booth at *Discovery Green's 40th Birthday Volunteer Fair*
- Conceptualized, wrote & posted to Wordpress
- Ran Twitter, Instagram, and Facebook feeds

Education:
University of Houston Honor's College, Fall 2009-Spring 2013, B.A. English, 3.72 in-major GPA

University of Houston, Spring 2016-present, B.A. Computer Science