

RONALD ISON

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Software Developer

A team-oriented developer always looking for ways to elevate those around me to the next level. I believe that I can be a great fit for your company.

Key Skills:

- Technical: C#, JavaScript, Git, Visual Studio
- Personal Skills: Brainstorming, Team Leadership, Team Communication, Problem Solving
- Other Skills: Unity 3d, Unreal Engine, Azure Dev Ops, CityEngine

Work Experience:

Dupree Security

April 2018-Dec 2019

Event Staffer, Event Preplanning, and Overnight Security Detail

Atlanta, GA

- Worked in a team that handled security for events in Atlanta
- Helped assist attendees, check for suspicious activity and monitor areas.
- Notable events worked: Super Bowl LIII, Dragon Con 2018

Office Depot

May 2016-Aug 2016

Sales Consultant

McDonough, GA

- Worked directly with customers to help them make purchasing decisions.
- Assisted in computer repairs.

Education:

Kennesaw State University

Jan 2016 – Dec 2019

Computer Game Design and Development

Marietta, Georgia

- Computer Graphics, Educational Game Design, Mobile and Casual Game Design
- Projects:
 - **Space Station Reaction** (Programmer and Level Design) – An educational game designed to assist 5th grade students in learning chemical reactions. Worked directly with elementary students and teachers to build the game.
 - **Light The Way** – (Programmer) A top down action game designed for Android devices. Created randomly generating levels for the player to explore and unique weapons.
 - **Rebirth** – (Programmer) A third person action game created as part of my senior project.
 - **Grass is Greener** – (Level Design) Worked in Unreal Engine to learn various workflows, such as Houdini, CityEngine, and material work.

Computer Science

- Artificial Intelligence, Algorithm Analysis, Data Structures
- Projects:
 - **Genetic Algorithm** – Made a genetic algorithm to determine the brightness of an image