

# 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, mainly at the World Congress center. 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 5<sup>th</sup> 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