

OBJECTIVE

A position in Software Engineering/Programming.

EDUCATION

Bachelor's Degree

Fall 2020

University of Michigan | Dearborn, MI

- Major: Software Engineering
- Related Course Work: Object Oriented Programming (C++, C#, Java, JavaScript), Game Design, UI Design, Web/Mobile Applications, Networks, Database Management, Data Structures, Project Development Cycle, Agile Development Methods (Scrum & Kanban)

SKILLS & ABILITIES

Coding

- Object Oriented: C++, C#, Java, JavaScript
- Game Engines: Unity (C#), Unreal Engine (C++ & Blueprints)
- Databases: MySQL, SQLite
- Web/Mobile Design: HTML, CSS, PHP, XML

Project Management/Version Control

- Git, Perforce, Unity Teams

Graphic Design

- Adobe Photoshop, Illustrator, InDesign, Xd, and Animate
- Clip Studio Paint
- Blender

Communication

- Actively reported to clients on 2 separate ongoing software projects, while maintaining open documentation for them.
- Meeting with clients after every development sprint and adjusting based on the feedback.

Leadership/Collaboration

- Leader of multiple software projects with more than 4 developers at a time.
- Maintained timesheets for all members.
- Divided and followed work load based on individual strengths and growth.

RELATED EXPERIENCE

Software Engineer

2020

University of Michigan | Bruce Maxim, PhD

- Responsible for UI and Menus, Career Path Design/Programming, Characters
- Creating a program/game to rehabilitate returning veterans who wish to enter the job market.