27249 Golden Willow Way
Canyon Country, CA 91387

Hunter Goodin

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3 years professional experience programming video games
2 years professional experience in front-end web development

Key Skills

.Net Core (C, C++, C#)	Phaser,JS, PIXI.JS	Source Control (Git, Perforce, SVN)
JavaScript/TypeScript	Discord.JS	Arduino / Raspberry Pi
Node.JS	Unreal Engine 4 & 5	OpenGL, WebGL
React.JS	Unity Engine	CI/CD (TeamCity)

Professional Experience

WAYFORWARD TECHNOLOGIES — Valencia, CA
Software Engineer — August 2021 - January 2024
- Spearheaded VR & AR development for Disney Cruise Lines in Unreal (C++) & Unity (C#).
- Pioneered the development of immersive live physical prop experiences for Disney Cruise Lines in proprietary C++ embedded systems & Unity (C#).
- Engineered captivating digital signage experiences Disney Cruise Lines in Phaer.JS (TypeScript).
- Led development for an AR puzzle game app for an internal pitch within Disney in Unity (C#).
- Contributed to the digital signage and mobile app for Carnival Cruise Lines (TypeScript & C#).
- Contributed to the Mario Kart section of the app for Super Nintendo World Hollywood in Unity (C#).
- Developed various video games in Unreal Engine (C++) & Unity (C#).

THE REUNION COMMITTEE — Newhall, CA
Frontend Web Developer — April 2017 - February 2019
- Orchestrated web development of the website and served as the webmaster using WordPress.
- Collaborated closely with clients on their media to bring their visions to life using HTML and CSS.
- Produced dynamic digital content across various media formats.

ACTIVISION | BLIZZARD — Santa Monica, CA
Quality Assurance — March 2015 - December 2015
- Isolated and solved bugs and errors in code in Call of Duty: Black Ops III.
- Invited to the QA Manager's personal team to work alongside the superiors in the department.
- Thorough use of Excel to keep smaller teams organized.

Educational Experience

GAME DEVELOPMENT (Unity Programmer Certification), Fall 2020
UNITY TECHNOLOGIES & CERTIPORT — Online

COMPUTER SCIENCE (Computer Science Degree), Fall 2016 – Spring 2020
COLLEGE OF THE CANYONS — Santa Clarita, CA

CONTRIBUTIONS:
- **COC - President of Computer Science Club:** Leadership, project management, as well as task delegation and appropriate project pairing. Led programming for projects and taught newer members the basics of software development while helping them accomplish their tasks.
- **COC - Treasurer of Association for Computing Machinery:** Contributed programming expertise to club projects, handled money, as well as performed general officer roles.
- **COC - Treasurer of Digital Animation Club:** Contributed 3D models and animation to club projects, sourced animation works for general study sessions, handled money from fundraisers, as well as performed general officer roles.
- **COC - Member of Engineering Club:** Led group projects for robotics competitions and events. Gave presentations to the club and to the college's MESA Lab on behalf of the club. Winner of COC's Fall 2018 "Arduinoff" robotics Competition.