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	
C, C++, C#	Unity Engine	Git
Java	Unreal Éngine 4 & 5	Perforce
Javascript/TypeScript	Phaser Engine 3	SVN
Node.JS	Arduino / Raspberry Pi	CI/CD
	Professional Experience	

WAYFORWARD TECHNOLOGIES — VALENCIA, CA

Software Engineer — August 2021 - January 2024

- Spearheaded development of Augmented Reality experiences for Disney Cruise Lines in Unity.
- Pioneered the development of immersive live physical prop experiences for Disney Cruise Lines.
- Engineered captivating digital signage experiences Disney Cruise Lines in Phaser.
- Led development for an AR puzzle game app for an internal pitch within Disney in Unity.
- Contributed to the digital signage and mobile app for Carnival Cruise Lines.
- Contributed to the Mario Kart section of the app for Super Nintendo World Hollywood in Unity.
- Development of various platformers and "beat-em-up" styled video games in Unity and Unreal.

THE REUNION COMMITTEE — NEWHALL, CA

Web Developer — June 2017 - February 2019

- Produced dynamic digital content across various media formats.
- 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.

ACTIVISION | BLIZZARD — SANTA MONICA, CA

Quality Assurance — APRIL 2015 - OCTOBER 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.

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. Lead programming and taught newer members the basics of software development while helping them accomplish their tasks.
- COC Treasurer of Association for Computing Machinery: Handled money, contributed programming expertise to club projects, as well as performed general officer roles.
- COC Treasurer of Digital Animation Club: Handled money, contributed 3D models and animation to club projects, sourced animation works for general study sessions, as well as performed general officer roles.
- COC Member of Engineering Club: Lead group projects for contests 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 Arduino Competition.