

27249 Golden Willow Way
Canyon Country, CA 91387

Hunter Goodin

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8 years experience with Object-Oriented Programming
8 years experience with Game Development

Key Skills

C, C++, C#
Java
Javascript/TypeScript
Node.JS

Unity Engine
Unreal Engine
Phaser 3
Arduino / Raspberry Pi

Git
Perforce
SVN
CI/CD

Professional Experience

WAYFORWARD TECHNOLOGIES — VALENCIA, CA

Software Engineer — AUGUST 2021 - CURRENT

- Spearheaded development of Augmented Reality (AR) experiences for Disney Cruise Lines.
- Pioneered the development of immersive live physical prop experiences for Disney Cruise Lines.
- Engineered captivating digital signage experiences Disney Cruise Lines.
- Led development for an AR puzzle game app for an internal pitch within Disney.
- Contributed to the digital signage and mobile app for Carnival Cruise Lines.
- Contributed to the Mario Kart ride section of the app for Super Nintendo World Hollywood.
- Game development on various 2D platformers and 2D "beat-em-up" styled video games.

THE REUNION COMMITTEE — NEWHALL, CA

Graphic Web Designer — 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.

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.

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. 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.