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| Preston Rockholt  Charlotte, NC  PTRockholt@gmail.com  [gitHub](https://www.github.com/Prestorock) | | |
| Objective |  | A career or internship in software development or game design.  Ultimately, I hope to become a project leader or senior developer. |
| Related  Courses |  | Completed Courses:  Engine Design – Creating a game engine in C/C++ and tools to assist in game creation.  Data Structures – Hashing, binary trees, stacks, queues, arrays, and graphs in real world situations.  Mobile Programming, I & II – Development and testing of apps for Android and iPhone.  Software Engineering – Project management and industry software development methods.  Virtual Reality Environments – Creating a virtual reality environment for the Oculus and VIVE using Unity3d. |
| Related  Experience |  | * Extensive experience with game engines, including Unreal and Unity3d. * HTML and CSS web design. * 12 years of Adobe Photoshop, Animate, and After Effects/Premiere experience. * Have worked with production schedules and team development. |
| Computer  Knowledge |  | **Operating Systems**: Windows and Linux   * Expert with C# and Java. * Familiar with C++, HTML, CSS, JavaScript and SQL. * Know how to manage repositories and databases (Git, MySQL, SQLite, CouchDB) |
| Activities |  | 49ers.NET – Helped manage a club at UNCC dedicated to learning more about .NET programming. Was an officer the second year. |