|  |  |
| --- | --- |
| Game Developer | I am a game developer specializing in programming, with experience in designing levels and systems of gameplay.   * I have experience in C++, Swift, and Python programming. * I have experience developing games using Unity, Godot, and GameMaker. * I have designed UI mock-ups for previous projects. |
| Project Development Experience | * **LOSING MY MARBLES (PC, 2022-2023)**   Losing My Marbles is a 3D racing game developed in Unreal Engine 5. For this game, I have designed mock-ups for the game’s User Interfaces, and am designing the SFX and BGM for the game.   * **BURNOUT (PC, 2022)**   Burnout is a 2D platformer developed in GameMaker for the 2022 Chillennium game jam hosted by A&M University. For this project, I programmed the menu functionality and the scoreboard mechanic functionality, assisted in the level design, and was responsible for the main SFX and background music of the game.   * **WARSHIPS: NAVAL COMBAT (PC, 2022)**   Warships: Naval Combat is a Battleship clone created in Godot game engine with help from a classmate. I designed the menu and main gameplay and programmed most of the game in GDScript. |
| Work Experience | August 2019 – 2023 Student Librarian, Blinn College, Brenham, TX |
| Education | Associate of Science in Simulation and Game Programming Blinn College Brenham, TX **2019 – 2023** |