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| Game Developer | I am a game developer seeking a position as a programmer in the video games industry.   * Experienced in C++, Swift, and Python programming. * Experienced in developing with Unity, Godot, Unreal Engine and GameMaker. * Experienced in designing levels and systems of gameplay. * Designed UI mock-ups for previous projects. |
| Project Development Experience | **LOSING MY MARBLES (PC, 2022-2023)**  3D challenge game developed in Unreal Engine 5. Designed mock-ups for User Interfaces as well as sound effects and background music.  **BURNOUT (PC, 2022)**  2D platformer developed in GameMaker for 2022 Chillennium game jam hosted by A&M University. Programmed menu and scoreboard mechanic functionalities, assisted in level design, and acquired main SFX and background music.  **WARSHIPS: NAVAL COMBAT (PC, 2022)**  Battleship clone created in Godot Engine. Designed menu screens 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** |