Summary I am a game programmer and I mainly focus mainly on mobile game development; I mainly make UI for most game, these are usually menu screens, inventory etc. C# and C++ are the main program I use but I am flexible to learn other languages.

Career history Warehouse Assistant Manager at Luxe Bouquet PTY

January 2021 – Present

Manage the warehouse and tell people what to do and team new people how to do their job base on their role.

Key responsibilities

* Teaching a guiding new employee on how to do their task
* Book, prep and pack order (if busy)

Achievements

* Insert 2 to 3 key achievements

Kitchen Hand at I need a Chef

July 2022 – Month present

Help the chef around the kitchen to prepare food the plate.

Key responsibilities

* Organise the ingredients in its desired location.
* Prep the food nicely on to the plate

Achievements

* Insert 2 to 3 key achievements

Education Academy of Interactive entertainment

Graduated: 2022 – present

Key skills Knowledge on C++ and C# programming, Unity 3D, UI elements,

References Available upon request

Self-Promotion

Graphical user interface, application

Description automatically generated

Graphical user interface

Description automatically generated