**Quince Fennell Lead Unreal Developer**

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Highly creative and results-oriented professional with a passion for game development and experience in online game development, programming, and design. Proven expertise in developing cutting edge Virtual Reality (VR) games on the Unreal Engine 4 (UE4) platform. Hands-on proficiency in using complex game development tools and applications. Currently aspiring to initiate a career within the industry.

# Education

**Bachelor of Science: Game Development** | Rogers State University, Claremore, OK, 2014

Coursework included: Game Programming I & II, Game Development Seminar, Physics for Gaming, Digital Foundations, Digital 3D Foundations, Digital 3D Studio, Computer Graphics Programming, and Introduction to Modeling & Simulation

(Honors: Game Development Scholarship)

# Professional Experience

**CHRONOS GLOBAL ACADEMY** • **Lead Unreal** **Developer** • Seattle, WA • 2016 to 2017, 2015 to 2016

* Acquired substantial VR experience on a UE4 platform and used Samsung Gear VR hardware, ensuring product delivery on a timely basis within a stringent deadline.
* Additionally served as an Unreal Developer (2015 to 2016) on a remote freelance basis responsible for developing a VR game on UE4 platform using Htc Vive hardware (product currently on Steam).

**OSAGE NATION CASINOS** • **Security Database Analyst** • Tulsa, OK • 2014 to 2015

* Oversaw multiple databases and executed security operational software and hardware solutions.
* Prepared training sessions, and developed technology-based training curriculum.
* Additionally served as a Security Officer / Training Systems Administrator, which involved extensive work with Microsoft Access databases and Microsoft Excel spreadsheets.

**NORTHEASTERN STATE UNIVERSITY** • **Archives Assistant** • Tahlequah, OK • 2013

* Constructed graphics for the university’s library using Adobe products and worked with the NSU president on a community wide animation project which was executed using Adobe After Effects.

# Technical Proficiency

Unreal Engine 4, C++ (UE4) and Blueprints (2+ years of experience)

C#, Java, C++ (stand-alone), Flash/AS3 (5+ years of experience)

Lua Script, Python, HTML, Shell Script, VBA, PowerShell, SQL

Microsoft Office Suite, Adobe Suite, Cinema 4d, Autodesk Maya, Visual studio, Git, Perforce

Windows & Linux operating systems

# Freelance Work Projects

Menu Design, Advertisement Design, Computer hardware, Technical support, Unreal Engine 4 (Arch Vis tools, Surround audio VR simulator, Physics bowling, Puzzle Game, VR “mspaint.exe”)

Youtube Channel (100+ videos): iamq.space/youtube