
Anthony Seymour

Game Developer

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 [Anthony Seymour](#)

SKILLS

Proficient: Unity, Unreal Engine, C#, C++, Game Development for PC, high-level written and oral communications

Experience with: Python, Javascript

EXPERIENCE

Covetrus, Albany, NY - *DC Team Member*

SEPT 2022 - PRESENT

- Picking and packing customer orders with RF Scanners
- Put-away and replenishment of products in Inventory

Kohl's, Albany, NY - *Stockroom Operations Associate*

NOV 2021 - SEPT 2022

- Receiving merchandise, equipment, and supplies in a timely and accurate manner
- Replenish merchandise on the sales floor

Amazon, Castleton-on-Hudson, NY - *FC Associate I*

SEPT 2020 - FEB 2021

- Teach new associates how to properly receive products in the warehouse
- Efficiently and effectively receiving and storing goods inwards following Amazon's internal processes and procedures with RF Scanners

EDUCATION

Full Sail University, Winter Park, FL - *Game Development Bachelor's*

NOV 2021 - MAY 2024

At Full Sail, I learned not just about game development, but software engineering as a whole. Also while attending, I learned to manage my time effectively and work effectively with a team.