VICTORIA MOON
SOFTWARE ENGINEER

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Profile

Innovate creative software solutions for entertainment or business. Perform in Agile environment to ensure a quick response to rapidly changing projects.

Skills

Games Design

Develop entertainment software with a strong focus on user experience and design.

System Design

Create systems to deliver services or entertainment.

Agile

Implements a strict discipline in Agile software development that allows me to build modern software on modern timelines.

Technical

Godot	IntelliJ IDEa	Unreal Engine
Java	Visual Studio	Windows 10
Python	Notepad++	Audactiy

Experience

Habitile   2023-2023
Team Member

Participated in design from the ground up on a brand new game project for Minnetrista. I had a hand in design, programming, sound design, and other such things.

Untitled Rover Game   2023-Ongoing
Team Member

Worked with myself and another developer to create a unique game experience from scratch. We used the Godot engine and Blender to create models for the game. Furthermore, we used Agile to ensure the project was scalable to changing resources.

Into the Underdark   2022-2022
Creative Lead

Spearheaded the development of a game project for CS 315. I did the principal design of the game and worked with 2 others to finish the project. Used Discord for team communication.

Networking Assignment   2023-2023
Software Engineer

Worked with a team in the Java environment to create a made from scratch local file server. Used Discord for team communication.

Education   Ball State University - Muncie, Indiana
Major, Computer Science — **3.5 GPA**

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