



Xanna Divine

GAME DEV, PROGRAMMER, STUDENT

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SKILLS

= Some experience

Languages

C++ C# C Python Assembly
Lua Rust HTML GLSL Java

Frameworks

STL ImGui OpenGL
Nlohmann JSON

Engines

Unity UE4/UE5

PROJECTS



Fish Fear Me

Aug. 2025 - Current Tech Lead

Absurdist, open-world, top-down, fishing game written in C++. I worked as the Tech Lead on the custom engine for Fish Fear Me. I created the underlying ECS structure, which stores entities as indices that can be used to find components in a data hashmap.



Attempting Fate

Aug. 2024 - May 2025 Gameplay Programmer

A text-based, adventure, visual novel made in C. Worked as a gameplay and engine programmer focusing on the custom scripting language and text parsing through C string manipulation.

EDUCATION



DigiPen Institute of Technology
2024-Current BSCSGD

Gained experience working with industry-level game code and working in large programming teams. Finished 1 game so far and currently have a second in production.

COURSES

- ✦ CS-280 - Data Structures & Algorithms
- ✦ DES-212 - System Design Methods
- ✦ CS-180 - Operating Systems I
- ✦ CS-230 - Intro to Game Engine Architecture

EXPERIENCE



Team Amalgam

Aug. 2025 - Current Tech Lead

- Worked as tech lead for Team Amalgam's game "Fish Fear Me"
- Learned how to effectively work and lead a programming team to work under intense pressure to develop and iterate a game in a short time frame. Additionally, learned how to conduct code reviews and formal playtests, as well as writing technical design documents and setting up production planners



Lavner Education

June 2025 - Aug. 2025 STEM Instructor

- Worked as tech lead for Team Amalgam's game "Fish Fear Me"
- Learned how to effectively work and lead a programming team to work under intense pressure to develop and iterate a game in a short time frame. Additionally, learned how to conduct code reviews and formal playtests, as well as writing technical design documents and setting up production planners