Aaron Bruno
Game Designer

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Work Experience

Student Supervisor

University of California, Sana Cruz | Part-time | Jan 2023 - Present

- Work with the management team and co-workers to ensure that service throughout the dining hall runs smoothly
- Collaborate with team members to complete administrative and routine tasks
- Problem solve with staff to address concerns
- Manage and submit timesheets for each pay period for all the student workers at the dining hall

Food Service Worker

University of California, Sana Cruz | Part-time | Aug 2021 - Jan 2023

- Provided a welcoming dining experience and exceptional customer service
- Interacted with customers and resolved customer complaints in a friendly and helpful manner
- Accurately and efficiently performed various tasks such as food handling and financial transactions

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Education

2020 - Current (Exp. Graduation June 2024)

University of California, Santa Cruz

B.S. in Computer Science: Game Design

Soft Skills

Exceptional Communicator • Leader • Team Player • Organized • Problem Solver • Critical Thinker • Adaptable • Passionate •

Hard Skills

C# • C++ • C • Typescript/Javascript • Unity • Unreal • 3D modeling • Adobe Illustrator • Adobe Photoshop •

References

Letter of Recommendation available upon request