Abigayle Doinog

Seattle, WA

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Education

Bachelor of Science in Computer Science

Seattle University | Seattle, WA   *September 2023 - Expected June 2026*

- **Awards:** Dean's List 2023-2024 Academic Year
- **Classes:** Data Structures, Calculus III, Linear Algebra

Associates of Arts

Olympic College | Bremerton, WA   *September 2021 – June 2023*

- **Awards:** President's Scholar 2021-2022 Academic Year, Dean's List Fall 2022, President's Scholar Winter – Spring 2023

Projects

Protect the Planet Game | abbydoorknob.itch.io/protect-the-planet   *December 2024*

- Fabricated a game in Godot using GDScript within a 72-hour period where you play as a planet protecting yourself by shooting incoming meteors
- Independently devised and programmed a top-down shooter game that creates waves of enemies to fight against and features an upgrade menu between waves

Stardew Valley Database | github.com/abbyhayd/SDVDatabase   *January - June 2024*

- Coordinated and collaborated with three other Computer Science students to develop a front-end website using the programming tool HTML that accesses a back-end database created in PHP and MySQL holding information about items from the game Stardew Valley
- Demonstrated critical thinking by contributing to the project through populating the 8 tables within the database with information about over 80 items and connecting the database with the website to create a seamless user experience

Blackjack Game | github.com/abbyhayd/Blackjack   *November – December 2021*

- Developed a recreation of the card game Blackjack in the programming language Java where the player goes against an opponent and can gamble with money
- Mastered problem-solving skills through the implementation of an opponent that the player challenges, a gambling system, and a game save feature allowing the player to keep the money they have earned through accessing and editing text files

Skills

- **Languages:** C++, Java, GDScript, MySQL, HTML
- **Developer Tools:** CLion, VSCode, Godot, MySQL Workbench, Geany