Objective: I'm looking for an internship where I can utilize my experience with Unity game engine and C# programming. I wish to assist *Pie for Breakfast Studios* and *PxlPlz* in the development of the game Little Nemo and the Nightmare Fiends as a gameplay scripter.

Edwin Almaraz
Game Programmer

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(707) 344 - 2889
ealmaraz@kent.edu
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linkedin.com/in/edwinalmaraz/
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Experience

US Marine Corps (August 2001 - August 2016)

11 years of extensive experience as a Marine Corps unit deployment planner. Coordinated deployment, global transportation and distribution activities with Department of Defense agencies and multinational agencies. Created automated daily reports that reduced errors and increased visibility on all scheduled personnel deployment and cargo shipment.

3 years of recruiting experience and marketing to highly qualified applicants for careers in the United States Marine Corps. Mentally and physically prepared these highly qualified applicants for the rigors of Marine Corps training through mentorship and physical fitness training.

Education

Kent State University - B.S. in Computer Science
GPA: 3.79
January 2019 - Present (Expected Graduation: May 2021)

- Concentration: Game Programming

- Relevant courses: Game Prototyping, Data Structures, C# Programming, Object Oriented Programming, Software Engineering, Computer Graphics, Game Engine Concepts, Programming Patterns

Honors

- *Magna Cum Laude*

- Dean's list 5/5 semesters

Skills

- Software: C#, Unity, C++, Python, Git, GitHub, HTML/CSS, Visual Studio, VS Code, Gamemaker Studio, GML, GB Studio, Twine, Assembly

- Quick Learner, Creative Problem Solver, Effective Communicator, Team Player, Positive Attitude, Goal Oriented

- Bilingual (Spanish)