Azaan O. Lambkin

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OBJECTIVE

Seeking a role in game development that enables me to use technical skills gained from my computer science coursework as well as capabilities gained from independent game development and other creative efforts.

EDUCATION

University of Michigan | College of Literature, Science, and the Arts   **Graduated May 2024**
Bachelor of Science in Computer Science   *Ann Arbor, MI*
- Accomplishments: First Place Winner at Winter 2019 EECS 183 Final Project Showcase
- Relevant Coursework: Algorithms, Cybersecurity, Game Design & Development, Operating Systems, User Interface Design and Development

WORK EXPERIENCE

Old Takoma Ace Hardware   **Aug 2021 – Aug 2023**
Inventory Coordinator   *Takoma Park, MD*
- Directed store inventory processes including weekly and monthly scheduled counts of a large portion of items sold and trained employees on best practices to maintain an accurate accounting of store stock
- Regularly communicated with internal and central management about inventory operations within the store to quickly identify and resolve issues as they arose and make improvements to the store's inventory workflow
- Managed large amounts of data using Excel along with retail-specific software to efficiently track and make changes to store inventory

Sales Associate
- Balanced static tasks such as stocking and maintaining the store's appearance with handling specific customer needs e.g. key cutting, paint mixing and general customer service as they arose to provide a consistently great experience to visitors
- Quickly developed knowledge of changing store stock, item locations, and answers to frequently asked hardware questions to more efficiently perform administrative tasks and create a seamless customer experience
- Trained new staff on various tasks such as receiving orders, working the cash register, and stocking items

Michigan Dining   **Sept 2019 – March 2020**
Dining Service Worker   *Ann Arbor, MI*
- Shifted between several different spheres of dining hall operation including greeting, food preparation, food service and dishwashing to deliver an excellent experience to students
- Independently operated various stations within the dining hall, handling opening and closing procedures, serving students, communicating with kitchen staff, and triaging tasks during busy periods

PERSONAL PROJECTS

WolverineSoft Studios   **Jan 2020 – May 2020**
Video Game Designer   *Ann Arbor, MI*
- Committed 10 hours per week to playtesting, iterative design, and submitting notes on WolverineSoft's Winter 2020 project Io
- Regularly reported task progress on Jira to keep team peers and supervisors looped in and provide accurate accounts of time spent

[Legbreaker](#)   **July 2019 – Jan 2020**
Independent Developer and Designer   *Washington, D.C.*
- Received over 1.4M views from unaffiliated YouTube reviewers, thousands of downloads, and donations totaling over $1K after publishing the game via value-for-value model pricing online
- Committed an average of 7 hours per week over the course of 6 months to a personal game development project while managing a full undergraduate courseload
- Independently practiced and studied several sub-disciplines such as game programming, digital art and animation, level design, and sound design to produce a cohesive project

SKILLS & INTERESTS

Skills: Agile Development, Bootstrap, C, C#, C++, CSS, HTML, Git, Godot, JavaScript, Python, Unity, Vue.js
Interests: Cooking, Comic Books, Drawing, Drumming, Film, Gardening, Independent Video Game Development