

BECKY CRAWFORD

GAME PROGRAMMER

CONTACT

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SUMMARY

Problem-solving game programmer with experience developing gameplay mechanics, AI systems, UI integration, and more. Comfortable in multiple programming languages. Strong communication skills founded in e-sports teams and collaborative projects. Ability to design sounds and compose music.

EDUCATION

SOUTHERN NEW HAMPSHIRE UNIVERSITY
2024

B.S. in Game Programming and Development

SKILLS

- Unreal Engine, Godot
- Blueprint Scripting, C++, Java
- Python, JavaScript
- Git, Bitbucket
- AI, Behavior Trees
- UI/UX Design, UMG
- Figma, Aseprite, Blender
- Sound Design, Audacity
- Soundtrack Composition, FL Studio

EXPERIENCE

FPS ARENA GAME

2025

Gameplay Programmer

- Led the development and implementation of comprehensive marketing strategies that resulted in a 20% increase in brand visibility and a 15% growth in sales within the first year.
- Successfully launched and managed multiple cross-channel campaigns, including digital marketing, social media, and traditional advertising, resulting in improved customer acquisition and retention rates.

PROJECT TWO

2025 - 2029

Marketing Manager & Specialist

- Conducted market research to identify emerging trends and consumer preferences, providing valuable insights for product development and positioning.
- Oversaw the creation of engaging content for various platforms, collaborating with internal teams and external agencies to ensure brand consistency and relevance.

CARNAGE GAMING

2020 - 2021

E-Sports Athlete & Analyst

- Utilized Python for performance analysis and team improvement
- Designed strategic diagramming tools using Processing
- Collaborated and trained regularly with coach and team

INTERESTS

- Soccer
- Music Production
- Cycling, Hiking, Bowling
- PUBG E-Sports
- Squishmallows