Brian Marquez

Phone: (678) 371-4780   E-Mail: brian.marquez@outlook.com

OBJECTIVE

To find an entry-level position as a programmer or game developer that will showcase my skills and contribute to the success of the company I work for.

EDUCATION

Information Technology, Bachelor of Science

Digital Media Concentration

Georgia Gwinnett College – Lawrenceville, GA

Expected Graduation Date: December, 2016

Overall GPA: 3.3

GPA Related to Major: 3.6

RELEVANT COURSES

- Game Development
- Digital Media
- Computer Graphics & Multimedia
- Two-Dimensional Design

SKILLS

Unity Engine, Windows 7, 8, 10, MacOS, Object-Oriented Programming (Java, Python, C#, JavaScript), Blender, Gimp, Photoshop, JIRA, BaseCamp

RELEVANT EXPERIENCE

CARTOON NETWORK DIGITAL, Quality Assurance Intern

Sept. 2015 – Present

- Create and deliver reports and documentation that ensure ample quality content
- Provide quality assurance testing for all current software and hardware

GEORGIA GIWNNETT COLLEGE, Technology Ambassadors Program

April 2015 – Present

- Educate children on STEM opportunities in both the Super Saturday Series and Tech Camps

EXTRA-CURRICULAR

- Founder and President of Georgia Gwinnett College's Game Development Club
- Member of the Georgia Gwinnett College Computer Scholar's Society Organization