**Brian Marquez**

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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