

# Charlotte George

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*Responsible and hard-working high school student with 3+ years of experience in programming and developing interactive applications and websites.*

## EDUCATION

**Carver Center for Arts and Technology** | Towson, MD

**September 2019 – Present**

- **Relevant Courses:** Interactive Media Production, Computer Science Principles, Computer Science A, Calculus AB

## ACTIVITIES

**Student Government** | Class Officer

**2019-2021**

- Cooperated with other class officers in order to organize fundraisers and events
- Organized fundraisers

**VEX Robotics Club** | Member

**2019-2020**

- Cooperated with other members to assemble robots for use in competitions

## PROJECTS

**Wizard's Pinball**

**2019-2020**

- 2D physics-based game made in Unity using C#

**Time Soldier**

**2020-2021**

- 2D side scrolling shooter game made in Unity using C#

**Discord Puzzle Bot**

**2020-2021**

- Interactive "logic puzzle" bot developed for use in Discord
- Coded using Python

**Late Night Encounters**

**2021-2022**

- 3D horror game made in Godot
- Effectively worked with teammates during development

- Won “Best Polished” at Carver Celebration

### **Funky Kingdom**

***2022-Current***

- 2D rhythm game made in Godot
- Effectively collaborated with teammate during development

### **Personal Portfolio Site**

***2022-Current***

- Showcase of previous games + projects, as well as programs made in different languages
- Developed using Github Sites in HTML/JS/CSS

## **TECHNICAL SKILLS**

Programming Languages: C#, C++, GDScript, CSS, HTML, JavaScript, Java, Python

Design Software: Photoshop, Illustrator, Blender

Game Development Software: Unity, Godot

Media Editing Software: Premiere, Audacity