Cameron Harvey

Junior Software Engineer

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WORK EXPERIENCE

Planturi   **Aug. 2021 – Present**
Programmer   *San Jose, CA*
- Collaborated with a team of artists and programmers to successfully develop and launch a computer game that achieved its Kickstarter funding goal.
- Leveraged Unity's tools and features to design and implement engaging game environments and mechanics, resulting in increased player engagement.
- Participated in weekly team meetings, contributing to the conceptualization and implementation of innovative ideas that resulted in an increase in game features and a 25% improvement in game functionality.
- Performed rigorous testing and debugging, identifying and fixing an average of 10 bugs and issues per week, resulting in a reduction in game crashes and an improvement in overall game stability.

EDUCATION

University of Southern Mississippi   **Aug. 2017 - May, 2021**
BS, Computer Science   *Hattiesburg, MS*
- Honors; 3.6/4.0 GPA

PERSONAL PROJECTS

Web Attendance Application
- Created and engineered a web application intended for a community church's website that facilitates attendance tracking and scheduling of events.
- Leveraged PyTorch to develop a machine learning module aimed at forecasting attendance for forthcoming events.
- Employed a technology stack comprising React, Node, Express, and Apache Cassandra.

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** AlgoExpert
- **Skills:** C++; C#; Java; Python; JavaScript; JSON; HTML; CSS; GitHub; APIs; MySql; Apache Cassandra; Unity; Agile Methodology; Object Oriented Programming; Algorithms; Debugging
- **Interests:** Music; guitar; singing; gaming; nature; traveling; fishing; Reddit; mixology; Scotch