

CYNTHIA GAINNEY

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Determined and passionate professional driven by an ingrained curiosity of the world and enthusiasm for solving puzzles.

EDUCATION

MAY 2022

BACHELOR'S DEGREE, UNIVERSITY OF CENTRAL FLORIDA

PROJECTS

AI PROGRAMMER(BLUEPRINTS), PRIMORDIAL PISTOLS 2021-2022

A turn-based strategy game made in Unreal Engine

- Prototyped AI sequences in C++.
- Designed and implemented enemy attack sequences in blueprints.
- Redesigned our stat system to work with multiple classes.
- Implemented Deity abilities.
- Designed save system to save progress.

GAMEPLAY AND AI PROGRAMMER(C#), GRYPHOX STUDIOS 2020

A crafting base survival casual game play made in Unity

- Designed and Implemented Player mechanics.
- Designed and Implemented companion sling shot mechanic.
- Implemented the A* algorithm for the enemies to attack, chase and run away from the player

GAMEPLAY AND UI PROGRAMMER(C#), THE MEOWFIA 2020

A game about being a cat in debt to the cat mob made in Unity

- Designed and implemented player mechanics including jumping and moving in a 3D environment.
- Wrote and implemented the scripts for the UI in the game.
- Wrote and implemented AI mechanic to follow a laser away from the player.

SKILLS

- C#
- C++
- C
- Unity
- Unreal
- Visual Studio