CYNTHIA **GAINEY**

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I enjoy puzzles and figuring out how things work. It's why I love programming. I enjoy solving the problems and the questions that come with programming. Programming is a forever puzzle that I will continue trying to solve.

PROJECTS

AI PROGRAMMER(BLUEPRINTS), PRIMORDIAL PISTOLS 2021-2022

A turn-based strategy game

- Designed and implemented enemy attack sequences.
- Implemented Deity abilities to add boosts to unit stats.
- Designed save system to save stats across levels.

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

A crafting base survival casual game play.

- Implemented player mechanics including jumping and moving in a 3D environment.
- Wrote and implemented the scripts for the UI in the game.

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

A game about being a cat in debt to the cat mob.

- 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

EDUCATION

MAY 2022

BACHELOR'S DEGREE, UNIVERSITY OF CENTRAL FLORIDA

SKILLS

- C#
- C++
- Visual Studios
- GitHub
- Unreal Engine
- Unity