



Cynthia  
Gainey

Game Programmer



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in/cynthiagaine



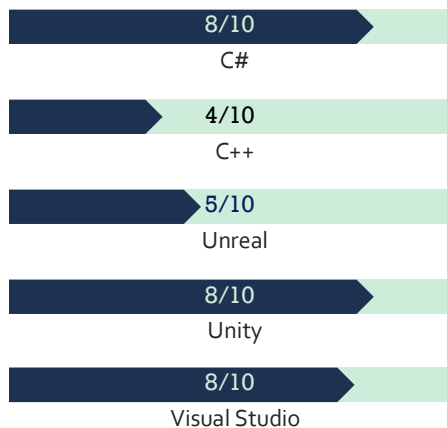
crgaine.github.io

## ABOUT ME

*Hello! My name is Cynthia.  
I'm currently getting my  
bachelor's in Digital Media at  
the University of Central  
Florida. My focus is on Game  
Design.*

I've worked on several games  
throughout my courses, working with  
gameplay mechanics as well as AI  
programming

## SKILLS



## EDUCATION

Associates of Arts Degree

Daytona State College

2018

Bachelor's Degree

University of Central Florida

2022

## PROJECTS

### AI Programmer(Blueprints)

*Divine Combat with Primordial Pistols*

A turn-based strategy game

- I programmed enemies' attack sequence and behavior, as well as the divines' abilities.

### Gameplay and AI Programmer(C#)

*Fox in the Woods with Gryphox Studios*

A crafting base survival casual game play.

- I programmed the player and the companion bird that sling shots around.
- Using the A\* algorithm I programmed the enemies to attack chase and run away from the player

### Gameplay and UI programmer(C#)

*Meowfia with The Meowfia*

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

- I programmed the gameplay mechanics
- I programmed all the UI that is in the game.