

# 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

Bachelors Degree Digital Media Game Design, University of Central Florida

## PROJECTS

### AI PROGRAMMER(BLUEPRINTS), PRIMORDIAL PISTOLS 2021-2022

A turn-based strategy game made in Unreal Engine

- \* Coordinated with a group of 15 people to develop and implement game design elements.
- \* Defined requirements and prototyped AI sequences in C++.
- \* Designed and balanced enemy attack sequences in visual scripting tool, blueprints.
- \* Overhauled and improved our stat system and optimized it to work with multiple classes.
- \* Implemented Deity abilities and designed save system to save progress.
- \* Succeeded in developing complex AI that operates as planned when implemented with game mechanics.

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

- \* Oversaw a group of 7 people to create a 2D crafting base survival casual game play made in Unity
- \* Outlined and produced player mechanics.
- \* Designed and implemented companion sling shot mechanic.
- \* Used A\* algorithm and adapted it for use in C# for the enemy's movement.

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

- \* Partnered with 4 people to create a 3D game about being a cat in debt to the cat mob made in Unity
- \* Composed and deployed player mechanics including jumping and moving in a 3D environment.
- \* Prepared and implemented the scripts for the UI in the game.
- \* Built an AI mechanic to allow enemy to follow a laser away from the player.

## SKILLS

### Technical Skills

#### Languages

- \* C#
- \* C++
- \* C
- \* HTML
- \* CSS
- \* Python

#### Programs

- \* Unity
- \* Unreal Engine
- \* Visual Studio
- \* Git
- \* Microsoft Office
- \* Adobe Creative Suite

### Soft Skills

- \* Problem solving
- \* Team work
- \* Adaptability
- \* Creativity