



Cynthia  
Gainey

Game Programmer



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in/cynthiagaine



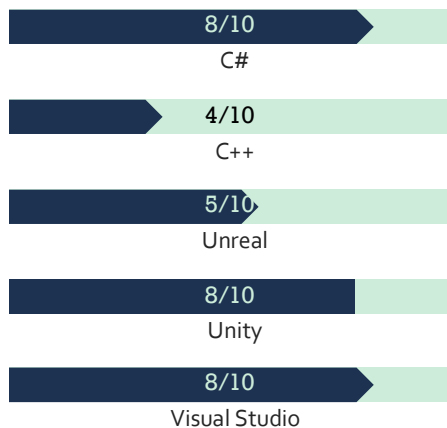
crgaine.github.io

## 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

### Gameplay and AI Programmer

*Fox in the Woods with Gryphox Studios*

A crafting base survival casual game play.

- This project was done in C#
- 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 AI Programmer

*Pirate Defender*

A tower-defense game

- This project was done in C#
- This was a solo game project. I used the breath first search algorithm to move the enemy ships towards the player pirate ship.

### Gameplay and UI programmer

*Meowfia with The Meowfia*

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

- This project was done in C#
- I programmed the gameplay mechanics
- I programmed all the UI that is in the game.