



Cynthia
Gainey

Game Programmer



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in/cynthiagaine



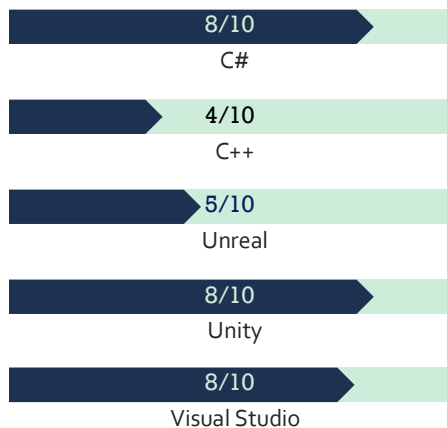
crgaine.github.io

ABOUT ME

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

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.

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.