8

DavidMGuido93@gmail.com



www.LitLabProductions.com

Game Developer

Profile

During my time outside the classroom, I've developed a passion for building cross-platform games. As the sole developer of 5+ open-source projects, I've gained self-reliance in exchange for countless nights of curiosity. I've never found a problem that couldn't be solved. From design to polish, my passions lie scattered throughout the game development process.

Education

Bachelor of Science in Computer Science

California State University, Fullerton (2018-2021)

David Guido

Studied game development, mobile-application development, 2D/3D animation, linear algebra and differential equations

Certificate of Specialization in C++

Orange Coast College (2014-2018)

Studied calculus-based physics, software engineering and core concepts of object-oriented programming

Open-Source Projects

Portfolio: www.LitLabProductions.com/portfolio

- ROOST MX: Physics-based motocross game
 Documentation: www.GitHub.com/LitLabProductions/roost
 Play: www.LitLabProductions.com/roost
- o MAZE: Hyper-casual mobile game

Documentation: www.GitHub.com/LitLabProductions/maze **Play**: www.LitLabProductions.com/maze

Work Experience

Event Lead (Manager)

Fun Services - Yorba Linda, 2014-2017

Local event service. Tasks included transporting, setting up, staffing and returning inflatable rides and supplies for school and church festivals as well as youth sport events

Oven Operator, Delivery Driver

Porky's Pizza, Yorba Linda, 2012-2013

Local pizza parlor. Tasks included operating a large oven, as well as making deliveries

Profic	ciency
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C/C#/C++	
Java	
Python	
JavaScript	
HTML5 & CSS	
Swift & SwiftUI	
x86 Assembly	

Skills

Unity 2D / 3D	_
Version Control	_
Unreal Engine	
Illustrator & Photoshop	
Blender	
Premiere &	

Social

GitHub

Personal: www.GitHub.com/litlabproductions
Student: www.GitHub.com/dguido1

Instagram: www.Instagram.com/litlabproductions