David Guido

Game Developer

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www.LitLabProductions.com 🖥

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
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

- **MAZE:** Hyper-casual mobile game
  Documentation: www.GitHub.com/LitLabProductions/maze
  Play: www.LitLabProductions.com/maze

Work Experience

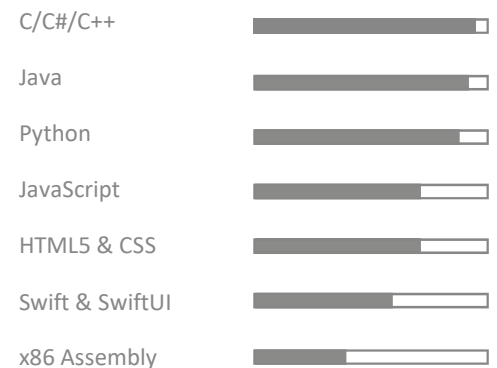**Event Lead (Manager)**
Fun Services - Yorba Linda, 2014-2017
Local event service. Tasks included transporting, setting up, staffing and returning inflatable rides and event supplies
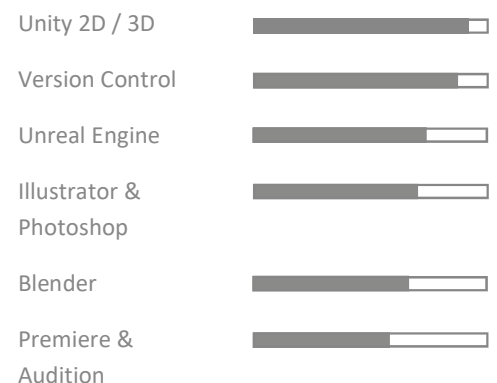
Oven Operator, Delivery Driver
Porky's Pizza, Yorba Linda, 2012-2013
Local pizza parlor. Tasks included operating a large oven, as well as making deliveries

Proficiency

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

Skills

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

Social

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

Instagram: *www.Instagram.com/litlabproductions*