ELIJAH KURLAND

Game and Simulation Developer

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📍 106 Salmon Lane PA

SUMMARY

Aspiring Game and Simulation Developer with practical experience in game design and programming. Proficient in utilizing G-Develop and Java for creating and developing games. Demonstrated success includes developing multiple game projects during high school, which honed my creativity and problem-solving skills. Training new employees within my restaurant helps to showcase leadership and communication strengths. Seeking a Game and Simulation Developer position where I can leverage my skills in game design and programming to contribute to innovative projects. My aim is to support the industry mission through creative and immersive gaming experiences.

EDUCATION

2024 - Present

Game and Simulation
Albright College
- Classes include Foundations of Computer Science (Freshman Year) and Game History/Development (Freshman Year)
- Clubs include Game Club (Freshman Year)

2020 - 2024

General Education
Bishop Shanahan High School

GPA **4.28** / **4.0**
- Key Classes included Computer programing (Senior Year; Java/Replit), AVLI Game Development (Junior Year; G-Develop), and Mandarin (Sophomore-Senior Year).
- Clubs/Sports included Tennis (Sophomore Year), Tech Crew (Sophomore Year), and Game Club (Junior-Senior Year).

EXPERIENCE

2021 - Present

3512 Strasburg Rd, Coatesville, PA 19320

Restaurant Busser and Runner
Stottsville Inn

Restaurant/Bar
- Continuously received positive feedback leading to additional responsibilities
- Trained multiple new hires
- Managed the set up/break down of parties/large events
- Entrusted to work holidays/busy nights alone
- Often requested to work additional shifts

TECH SKILLS

Game Design

G-Develop **Unreal Engine 5**

Programming Languages

Java (Replit) **Python**

TECH SKILLS

Other

Photography   Photo Editing   Sound Board Engineer

MOST PROUD OF

Game Creation Through G-Develop

Put in extra work on multiple games through the G-Develop creation tool used in high school. I designed levels, sprites, and key programming features for select projects while often utilizing skillsets ahead of class schedule. This experience motivated my creativity and strengthened my problem solving skills in visual programming and digital art.

Miniature/Close-Up Photography/Editing

Photography relating to action/Lego figures within the real world through close-up shots and mobile app editing. All work is completely original and has shown improvement over the years as I migrated from the use of mobile phone to Cannon digital SLR photography with multiple lenses and special effects props. Learning to photograph smaller objects throughout multiple environmental settings improved my focus in capturing creative shots through the use of techniques such as fog/misting, mirrors, colored lights. and photo editing. Some of my work can be found on my Instagram. @ekysbricks