Erik Worley

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EDUCATION

University of Tennesee at Martin   Martin, TN
Bachelor of Computer Science; GPA: 3.0/4.0   *Expected May 2021*

Objective: I'm looking to get an internship for game development or software development and further my skills in the field.

SKILLS

- **Languages**: C++, C#, SQL, Python, JS, HTML

PROJECTS

- **"Frogger" game in WPF**: A game where the player must cross obstacles to make it to the other side.
  - Project is done in C# using Visual Studios WPF application.

- **Calendar Program**: A basic calendar program that tells the user what day of the week their birthday is on.
  - Project was completed using Visual Studious in C++ as a console application.

- **Paint Program**: An application similar to the likes of Microsoft's "Paint".
  - This program is able to change the size and color of the pen tool, clear the canvas, and also does a version check, free or paid.

- **Unity Game Development "Rend"**: A game with similar elements to Diablo and Path of Exile made using Unity and C# scripts.
  - This is a project for Senior Design 495 at UTM, where you work with atleast one other person to create larger software.

OTHER EXPERIENCE & ACHIEVEMENTS

- Was a part of Houston County Marching Band for 5 years where I marched trumpet for the first 3 years and led 65 other students as the sole Drum Major for the latter 2.
- Graduated High School with Honors signification.
- Part of the math team "Mu, Alpha, Theta" from Houston County for 2016-2017.
- Can speak, read, and understand basic Japanese including Hiragana and Katakana alphabets.