

JASON ROMAN

GAME DEVELOPER

DETAILS

jasonroman02@gmail.com

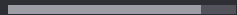
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LINKS

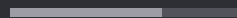
[LinkedIn](#)

SKILLS

Microsoft Office



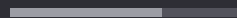
C++ Language



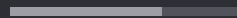
Python



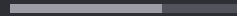
Adobe Creative Cloud



HTML/CSS/JS



Unreal Engine



ACCOLADES

Honors Diploma

Arab High School,
May 2021

Dean's List

University of Alabama in Huntsville,
October 2021

OVERVIEW

I was attending the University of Alabama in Huntsville to obtain a degree in Computer Science BS -- Entertainment Computing to eventually work in the entertainment industry.

In the Fall of 2023, I am attending Purdue University as a Game Developer Major at the Polytechnic Institute.

EMPLOYMENT HISTORY

Volunteer Coordinator, Huntsville Special Olympics

NOVEMBER 2014 - NOVEMBER 2019

Created lunches for the attendees and competitors of the Special Olympics. Cooperated with people from many different environments to achieve a single goal. Participated in leadership roles in the creation of lunches.

Team Trainer, Arby's

FEBURARY 2019 - JUNE 2021

Cooperated with other members and managers to meet with a single goal in mind. Maintained and educated others on the Health Guidelines of all aspects of the store. Participated in leadership roles in every shift. Trained new employees and experienced members in any position and task in the store.

EDUCATION

Computer Science, University of Alabama in Huntsville

AUGUST 2021 - JANUARY 2023

Credit for Computer Science Major with a Concentration in Entertainment Computing

Game Development, Purdue University

AUGUST 2023 - PRESENT

Computer Science background with experience with C++, Python. Learned Unreal Engine, HTML, CSS, JavaScript, and Adobe Creative Cloud