Craig Collins
Software Engineer

San Mateo, CA - Email me on Indeed: <u>indeed.com/r/Craig-Collins/a5870621b0574b6e</u>

Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer
Peekabuy - San Mateo, CA - February 2016 to October 2016

As a Software Engineer at Peekabuy my responsibilities included coding Android and Django (python). After a few months I became the lead Android developer and was in charge of developing new builds from start to finish. I would collaborate with the design/fashion department to ensure appropriate changes.

Alongside I also was working on maintaining the Django servers and implementing all the API calls our frontend needed. Both the Android and the internal web-app needed backend assistance which I would provide.

Game Programmer
UCSC Class Project - 2015 to 2015

2015
Major Roles: Enemy AI, Enemy Class
Created a finite state machine to handle enemy behavior.
Created basic states to use in state machine.
Created player class to handle AI properly.

Lead Level Designer
Star Stream - 2012 to 2012

2012
Created over 25+ levels for Star Stream.
Worked with a team to create fun yet challenging levels.
Worked in game programming/physics.
Over 500 sales.
www.starstreamgame.com

SKILLS
Game Programming
Game Development
Artificial Intelligence
C#
Java
Java Script
C
3D Modeling
Computer Animation
Adobe Photoshop
Microsoft Office

Thank you for your consideration.

EDUCATION

Bachelor of Science in Computer Science
University of California   -   Santa Cruz, CA
2011 to 2015

LINKS

http://www.linkedin.com/in/craigcollinsjr