

# Stuart Winslow

Programmer

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## Education

### **Jan 2014 – Aug 2017, University of Central Florida**

- Bachelor in Arts: Digital Media
- Concentration in video game design
- Major academic course highlights
  - Concepts in Computer Science
  - Object Oriented Programming
  - Video Game Production
  - Game Design Workshop

### **Aug 2011 – Dec 2013, Seminole State College**

- Associate in Arts: Digital Media

## Employment History

### **Apr 2017 – Present, Chapel Hats, Disney Springs Orlando FL**

Part-Time Sales Associate

- Guest service regarding hat sales and day to day operations.
- Assistance in weekly inventory arrangement and unpacking boxes.

### **Jan 2016 – Aug 2016, E2i Creative Studio – UCF IST, Orlando FL**

Programmer & Designer (*Intern*)

- Programed/designed background logic and framework for various projects.
- Worked with Google Cardboard API for VR and hands-free user input via Google's Android API for voice recognition.
- Assisted in troubleshooting and debugging various projects.

## **Competencies**

### **Computer Skills**

- Design and technical documentation.
- Languages: C, C++, C#, Java, JavaScript, HTML 5, CSS3, Lua
- Unity3D, Unreal Engine 4
- Windows, Linux, Android