Jarvis Charles
Game Developer - Ultra Realities

Chicago, IL - Email me on Indeed: indeed.com/r/Jarvis-Charles/2b45fa4b5d3cb054

Experienced and accomplished programmer seeking a career in which I can utilize the vast experience, skills, and talents I've accumulated through hard work and perseverance. Seeking a position to hone skillset in agile development process, knowledge of Java, and various other SDK libriaries.

WORK EXPERIENCE

Game Developer
Ultra Realities   -   Chicago, IL - January 2015 to Present

• Used Unity to develop 3d games from conceptualization through the entire development process
• Implemented various gameplay features including power ups, scoring systems, and different enemy classes
• Worked in an agile environment with a team of 2 to 3 developers to implement and test ideas and features using object oriented design practices
• Designed levels, and brought projects to fruition through diligence passion, and inginuity

Android Developer
WebLink - January 2014 to Present

https://play.google.com/store/search?q=tc2r
• Designed and built several advanced applications for Android platform, and communicated with users to refine, design, and launch new features.
• Tested code for compatibility, as well as efficient memory usage. My Github.
• Created successful application that has thousands of downloads and maintains a high satisfaction rating.

Android Developer
Complex Business Solutions   -   Chicago, IL - April 2012 to February 2017

• Worked with Android studio, using the SDK library and various API's to develop multiple applications, including 'Comment Faces' an on the go meme creator, and 'Greed Island', a card collecting adventure game both available on the android market.
• Used knowledge of proprietary API's to parse JSON data into workable variables
• Worked in a close knit 2 person team and utilized the agile development life cycle to bring our projects through all phases successfully
• Used Node.js and Cordova to create and customize HTML5 games in android studio
• Experience debugging programs, and troubleshooting for errors using ART, and Android Monitor

WebLink - September 2014 to February 2015

WebLink: https://github.com/Tc2r
• Tested and debugged code in order to make script as seamless as possible.
• Sold scripted A.I Bot to companies in Japan and Korea.

Elder Scrolls Mod Designer
  - March 2007 to December 2013

• Awarded Mod Of The Year by a community of thousands.
• Lead and collaborated with a small team

Computer Programmer

Howard Industries   -   Laurel, MS   -   October 2006 to November 2007

• Worked in a team of two and developed skills both independently, as well as, collectively
• Used JavaScript to customize HTML5 websites and games
• Implemented knowledge of Computer Programming and Engineering in repairing, updating, protecting, and maintaining computer systems.

EDUCATION

Bachelors in Computer Science in Additional Coursework

Florida State University   -   Tallahassee, FL
August 2016 to Present

Bachelors in Computer Science in Computer Science

Chicago State University   -   Chicago, IL
August 2014 to June 2016

Associates Degree in Computer Science

College of Dupage   -   Glen Ellyn, IL
August 2012 to June 2014