Anthony Mendez
Game Developer

Bronx, NY - Email me on Indeed: indeed.com/r/Anthony-Mendez/7a056dda8db88db2

To receive a position where my experience and skills will be challenged in an environment that provides a continuous learning experience.

ACCOMPLISHMENTS:
• Scholarship from NYC Board of Education June 2016
• Certificate of achievement in Computer Technology June 2016
• Built a Gaming Computer
2014
• 1 of over 20 selected for Paid Internship with Mass Ideation October 2015

WORK EXPERIENCE

Game Developer
Mass Ideation   -   Bronx, NY - June 2016 to October 2016

• Project: One Punch Man VR
• Helped create a game for Christmas: A Christmas Present.
• Basic usage of Unity and Blender software.

Clerk, Mailroom Department
Lincoln Medical Center   -   Bronx, NY - July 2015 to August 2015

• Received, sorted, and loaded mail onto delivery carts
• Distributed mail to appropriate recipients or departments throughout 10 floor facility
• Performed data entry
• Operated Pitney Bowes Connect + 3000
• Processed Certified Mail Label using Pitney Bowes Arrival Software
• Ensured adherence to corporate standards in handling suspicious mail

Clerk, Ambulatory Care Department
Lincoln Medical Center   -   Bronx, NY - July 2014 to August 2014

• Performed Data Entry
• Scanned documents into electronic filing system
• Filing

Youth Worker
Bronx, NY - July 2013 to August 2013

• Participated in debates regarding community and justice issues
• Created Presentation on Gun Violence

EDUCATION

Computer Engineering
Broome Community College (SUNY)
2016 to Present

High School Diploma
Bronx High School for the Visual Arts
June 2016

SKILLS

.NET (Less than 1 year), Adobe Illustrator (Less than 1 year), Adobe Photoshop (Less than 1 year), C (Less than 1 year), C+ (Less than 1 year)

LINKS

http://frosty-paw.wixsite.com/artworkbyanthony

AWARDS

New York State Department of Education
June 2016
Academic Scholarship

ADDITIONAL INFORMATION

SKILLS:
• In-Depth Knowledge of Computer Hardware
• Proficient in C++ Programming, Blender 3D, Adobe Illustrator, Microsoft Excel for Engineering purposes
• Basic Knowledge of C# Programming, Unity 3D, Microsoft Visual Studio, Adobe Photoshop, Solidworks 3D Engineering Software, Microsoft Office (PowerPoint, Word)

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