DANKOMA DOMPORO

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🔗 [Bold Profile](#)

PROFESSIONAL SUMMARY

Graduate of computer science with experience working across the Game Designer. Looking for a role where I can grow and learn from experienced team members while drawing on project experience I have already successfully executed.

SKILLS

- Call Forwarding
- Coordinate Supplies
- Creative and Resourceful
- Technical skills, such as drawing and photography.
- Storytelling ability.
- Wide-ranging knowledge of gaming trends.
- Strong analytical frame of mind.
- Excellent programming skills.
- The ability to work as part of a team.
- Communication skills.

EDUCATION

Aurora University
Aurora, IL • 05/2023

Bachelor of Science: Computer Science

PROFESSIONAL EXPERIENCE

Ubisoft - Intern
San Francisco, CA • 01/2022 - 05/2022
Responsibilities

- Creating innovative games for entertainment or education purposes.
- Conceptualizing and developing characters, rules, settings, and stories for new games.
- Pitching new game ideas to executives and clients.
- Managing multiple teams and projects.
- Prototyping new games.

Achievements

- I have been able to make 20 prototypes of new games
- I have been able to create educational games that have had a good impact on millions of high school students around the world in Mathematics

HOBBIES

1. Test video games
2. Reading
3. Watching movies