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| ***Clay McCormick*** | 222 West James Street  Dwight, IL 60420 | [McC-Clay@hotmail.com](mailto:McC-Clay@hotmail.com)  (815) 993-3381 |
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| ***Objective*** | To achieve a software position where I can expand my knowledge in programming, optimization and enhance my team working skills. The goal is to create OOP applications to test new ideas and concepts. | |
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| ***Education*** | **Joliet Junior College, Joliet, IL**  AAS in Game Design and Development  **Phi Theta Kappa Honor Society**  Graduation Date: 6/2015  GPA: 3.7 | **DePaul University, Chicago, IL**  BS in Computer Game Programming  **Phi Beta Kappa Honor Society**  Est Graduation Date: 4/2019  Current GPA: 3.7 |
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|  | **Skills** |  |
|  | C# Programming | Teamwork |
|  | C++ Programming | Technical Communication |
|  | Computer Systems | Game Engine Programming |
|  | Code Optimization |  |
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| ***Projects*** | **Gameplay Programmer (C#)/ Producer:**  Capstone Project, Fall 2018  Created a system to catch collisions of 3D objects and calls the correct function/functions depending on the colliding objects by using Visitor and Command Patterns.  Showcased at the Logan Theatre Playtest in Chicago.  **Gameplay Programmer (C#) /Game Designer:**  *Game Jam Project***,** *Winter 2016*  Registered voice input to manipulate objects using user tones.  Created game specifically where no controller is needed and multiple users can play at once using a single microphone.  Won Global Game Jam for DePaul’s section. | |
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| ***Employment Experience*** | **Team Member 3/12/2015-8/30/2016:**  *Hardee’s, Dwight, IL*  Completed orders with the other employees to given quality food in a sufficient amount of time resulting in a increase in sales a compliments. | |
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|  | **Team Trainer and Manager 8/11/2011-3/12/2015:**  *Arby’s Miller Group, Dwight, IL*  Coordinated training with new employees to teach rules and positions. Communicate with employees, customers and management and deliver briefings at monthly meetings. | |