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| Stewart Davidson:  Programmer | Email: sdavidsonny@outlook.com |

Profile

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| Intelligent, creative common-sense problem solver and creator with fundamental skills essential to succeed in technology services. Early-stage experience in understanding how to set up networks that meet the needs of users. Highly adaptive to situations, active listener and looking to invest myself into a culture that prioritizes cultivating young talent. |

SKILLS

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| * SQL * Python Programming * C++ Programming | * C# Programming * JavaScript Programming * Python Programming | * Git * Unity Game Engine * CSS |

EXPERIENCE

11/2022 – Present **Service and Repair IT Technician**, Stratix – Norcross, GA

* Got promoted from contractor to full time position
* Runs diagnostic testing for multiple Android and Apple devices
* Certification training for Apple devices
* Used JavaScript program Oracle to update devices for repairs, transfers, etc.

10/2021 – 5/2022 **.Net Developer**, Pyramid Consulting – Alpharetta, GA

* Trained to develop in front and back end for .Net framework
* Used SQL, JavaScript, CSS

06/2019 - 12/2020 **Freelance** **3D Artist**,Fathom 7 Digital Studios – Marietta, GA

* Created various objects and animals for the Georgia Aquarium
* Rigged some of the models for animation
* Implemented textures for 3D models into Unity Game Engine
* Made use of Autodesk Maya and Blender 3D modeling programs

06/2017 - 06/2018 **Event Support**,Andiamo Catering and Event Mgmt. – Detroit, MI

* Supervised pre and post event operations of major events for Ford Motor Co; American Heart Association; Italian Cultural Center (Italian Fest) and more
* Assisted non-profit volunteers to set-up and tear down events
* Worked on inventory control and warehouse organization

EDUCATION

Graduated 12/2020 **Bachelor Degree of Science:**

**Major: Computer Game Design and Development, Minor: Computer Science, Minor Software Engineering**, Kennesaw State University – Kennesaw, GA

EXTRA

09/2019 - 04/2020 **Programmer/3D Artist/Level Designer**, Senior Project – Kennesaw, GA

* Made 3D models for player, enemies and objects
* Rigged and programmed the animations for player and enemies
* Worked on level design for first phase of project