

Game Developer & Technical Artist

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TECHNICAL SKILLS

Game Design & Development: Godot, Unity, Love2D.

Web Design & Development: HTML, CSS, JS.

Graphic Design: Figma. 2D Digital Art: Krita.

SOFT SKILLS

Problem Solving.

Creativity.

Attention to Detail.

PROFESSIONAL EXPERIENCE

Northwest Regional Educational Service District - Web Developer Intern

April 2023 - July 2024

- Designed and developed a website for NWRESD's trail project using HTML, CSS, and JavaScript.
- Wrote clear and readable code and ensured the website was easily maintainable for others to update in the future.
- Communicated with NWRESD on important content to include, and effectively made additions to the website.

VOLUNTEER EXPERIENCE

Rainier Public Library

September 2023

• Logged book's ISBNs to make it far easier for the librarian to keep track of stock.

Rainier Days in the Park

July 2023

 Removed trash from the premises and wiped down tables to keep things clean and ensure a pleasant time for all visitors during the event.

Rainier Community Church of God VBS

June 2023, June 2024

• Helped Facilitate engaging arts and crafts activities for children, fostering creativity and enjoyment during the program.

EDUCATION

Rainier Jr Sr High School, Rainier OR - High School Degree

September 2022 - June 2024

DigiPen Institute of Technology, Redmond WA - *BA in Computer Science and Game Design*August 2024 - Present

AWARDS

Fair Housing Council of Oregon (FHCO)

- 6th Grade Grand Prize, 2018
- 8th Grade Grand Prize, 2020

REFERENCES

Available upon request.