

NICOLE SILVERTHORN

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EDUCATION

Video Game Design and Development + Internship

Jan. 2015

TriOS College of Business and Technology London

TECHNICAL SKILLS

Languages:	C++, HTML5, ActionScript3, C#, Java, JavaScript, PHP, XML
Development Environment:	Visual Studio 2010-2017, SVN, GitHub, Atlassian Source Tree, BitBucket, Eclipse
Design and Analysis Tools:	PhotoShop, InDesign, Gimp, Blender, Maya 2014, UML, Tiled
Technologies:	CSS3, Agile, Scrum, MVC, OOP, JQuery, JSON, DirectX 11, Unity 4/5/2017, Hammer Level Editor through Steam, Flash Professional, WebGL, SDL, GameMaker Studio, Audacity, XAMPP, Google Analytics, FileZilla FTP

VOLUNTEER EXPERIENCE

Software Developer/PR

Jan. 2017 - Dec. 2018

Raven Gamer

Responsibilities:

- Performed visual finalization/clean-up of graphics on website.
- Conducted task identification, project effort estimates, and customer service/correspondence.
- Created and maintained social media platforms for advertising.
- Assisted with software development as required.

Environment: Used Photoshop, JavaScript, HTML5, CSS3, PHP, GitHub, FileZilla, Kijiji, Facebook, Twitter.

Programmer
851 Entertainment/Auto Obsessions

Mar. 2015 - Oct. 2015

Responsibilities:

- Contributed to artwork used on website/game.
- Tested live website/game for any functionality issues.
- Conducted software development by using Unity and JavaScript.
- Delegated 3D asset work to interns using Maya.
- Design and implement UI, menus, assets, and functionality of a whack-a-mole type 3D game.
- Dealt with GitHub version control system daily.

Environment: Used Photoshop, Unity 5, JavaScript, JQuery, Visual Studio 2015, Maya 2014, GitHub.

Intern/Programmer
Sky Orchard Studios

Oct. 2014 - Jan. 2015

Responsibilities:

- Set up new apps on Google Play Store and iOS Connect/iTunes Store, in-app-purchases and Google analytics.
- Updated master files with Excel spreadsheet formulas.
- Created JSON files; uploaded, updated, and organized all online files.
- Designed and completed an endless-runner type mini-game for a larger app.
- Dealt with Atlassian Source Tree and BitBucket version control systems daily.

Environment: Used Microsoft Excel, GameMaker Studio with GML (scripting language), JSON, Google Play Developers, iOS Connect, Atlassian Source Tree, BitBucket.