Christopher Saunders

155 Stillwell Drive, Plainville, CT, 06062

860-877-9111

cjsaunders22@yahoo.com

www.onedertech.com

Qualifications

- Creative and logical mindset, centered around maximizing the user experience through various technological mediums

- Able to deconstruct a problem to better understand the complications and find a solution in a timely manner

- Experience in a leadership role, creating and maintaining an organized, team-based work environment

Skills

- Well-versed in: Java, HTML5, CSS3, ActionScript 3.0, Adobe Creative Suite (including Flash, Photoshop, and Illustrator), Microsoft Office (including Word, Power Point and Excel), Lightwave 3D (including Modeler and Layout) and XML

- Minimal Experience with: C++, JavaScript, Python, Adobe Audition and Final Cut Pro

- Extensive knowledge in object oriented programming and design, game development and graphical design

Relevant Employment

Games Lead, *Lake Compounce,* Bristol, CT

- Managed a forty-person team in the Games department; required time management, organization, costumer service and design skills

- 2014-Present

Education

Associate of Science in Computer Game Design: Fall 2013-Spring 2015

- Manchester Community College, Manchester, CT

- GPA 3.85 - Dean's List (2013-2015)

Bachelor of Science in Computer Science: In Progress

- University of Connecticut, Mansfield, CT

- Expected Graduation – Spring 2017