

PHOEBE M. ROYER

Developer

[LinkedIn](#) | [GitHub](#) | [Itch.io](#)

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Sunnyvale, CA, 94085

Technical Skills

Languages: C++, Python, JavaScript, C#, HTML/CSS, TypeScript, React.js

Tools & Engines: Unity, Unreal, Blender, GitHub, Godot, Phaser.js, Firebase, AWS, Git, React, VSCode

Systems: Windows, Linux, macOS, Windows Server, PowerShell, WSL

Other: UI/UX design, Game systems, Debugging, CRUD APIs, HTTP, REST, Backend system design, Machine learning, Computer vision, Flexible attitude

Work Experience

Aug 2024 – July 2025

IT Specialist

HardConnect, LLC | Palo Alto, CA

- Performed on-site IT support for Windows/macOS systems and software deployments.
- Managed AWS servers, domain users, and security protocols for multiple clients.
- Configured firewalls, hardware settings, and cloud-based storage solutions to bolster SME security and efficiency

Software Development Intern

Jul 2022 - Aug 2022

Reveal Data | Chicago, IL

- Developed a full-stack web application using React JS and Firebase to deliver real-time database updates.
- Engineered CRUD operations and interactive user interface components from scratch, enhancing user experience.
- Presented a fully documented front-end demo to the development team, incorporating iterative feedback for improved performance.

Projects

Dante's Inferno – UI / Asset Designer

Nov 2024 - Mar 2025

Blender, Photoshop, Godot, GitHub

- Designed and modeled 3D assets in Blender for use in a first-person horror game
- Created UI elements and inventory item visuals implemented directly in-game
- Collaborated with the programming and level design teams to ensure cohesive player experience

Computer Graphics Projects – OpenGL Rendering & Shaders

OpenGL, C++, GitHub

Apr 2023 - June 2023

- Created real-time interactive scenes with lighting, shading, transformation matrices, and perspective projection.
- Developed fragment and vertex shaders for dynamic visual effects and mesh manipulation.
- Built a modular rendering pipeline and manually handled transformations without external engines.

Education

University of California, Santa Cruz

Sep 2020 - Mar 2025

GPA: 3.62

Bachelor of Science Computer Science: Game Design

Minor in Computer Science