

Game and Web Developer

- Completed full-stack web development bootcamp through Michigan State University
- Fully capable in C# game engines (Godot and Unity)
- Skilled in Unix command line operations for both version-control and server operations
- Practiced in pixel-art animation software
- Operation Jungle Knight ([GitHub](#))
- Kaiju Sweeper ([Itch](#), [GitHub](#))
- Monsters vs Robots ([Itch](#), [GitHub](#))
- Mauve: Prime Directive ([Itch](#), [GitHub](#))
- Proto-Jumper ([Itch](#), [GitHub](#))
- Itch (phopps.itch.io)
- LinkedIn (linkedin.com/in/phopps)