



# LAUREN LYNCH

COMPUTER SCIENCE UNDERGRADUATE

## OBJECTIVE

To obtain an internship related to the field of video game design and development.

## SKILLS

- Quick Learning
- Knowledge of C/C++/Csharp, Java, Javascript, and HTML5
- Working knowledge of popular game engines Unity and Unreal
- Schedule Planning
- Public Speaking

## EXPERIENCE

### ATHLETE • KANSAS STATE ATHLETICS • AUG 2014-MAY 2016

Practiced teamwork and individual leadership on the NCAA Equestrian team until discontinuation of sport. Balanced full schedule of practice schoolwork and volunteer work while maintaining presence in club activities

## EDUCATION

### COMPUTER SCIENCE • MAY 2018 • KANSAS STATE UNIVERSITY

GPA: 3.09 Minor in Economics

## EXTRACURRICULARS

Game Development Club Treasurer Aug 2016- Present  
Member since 2014-2015 academic year. Participated in Game Jams and other club activities.



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