

# AMANDA ROSADO

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**.OBJECTIVE ()** | Programmer on a team of other talented and driven individuals working to create incredible games that will, ideally, better society in some way.

**.SKILLS ()** |

- Fluent in Java, C#, ActionScript 3, and web languages including PHP and MySQL ;
- Eight years experience building websites ;
- Three years experience programming games in a variety of media ;
- Adept and concise verbal, written, and diagrammed communication ;
- History of productive team management resulting in successful projects ;
- Perseverant and analytical handling of bugs, errors, and other troubleshooting ;

**.LANGUAGES ()** | Java ; C# ; ActionScript 3 ; HTML ; CSS ; JavaScript ; PHP ; MySQL ;

**.SOFTWARE ()** | Unity ; Processing ; Eclipse ; Android SDK ;  
Adobe Suite (Photoshop, Illustrator, Flash, Premiere, Audition) ; Microsoft Office Suite ;  
ZBrush ; 3DS Max ;

**.EMPLOYMENT ()** | **JUNIOR DEVELOPER - UNDERBITE GAMES**

MAY 2014 – DEC 2014

- Developed a Unity-built Mobile Multiplayer match game
- Worked under limited supervision

**LAB MONITOR - FERRIS STATE UNIVERSITY**

OCT 2012 - PRESENT

- Monitored computer labs
- Inventoried equipment
- Installed software
- Tutored students
- Aided professors

**OFFICE ASSISTANT - FERRIS STATE UNIVERSITY COLLEGE OF PHARMACY**

OCT 2012 – OCT 2014

- Built and managed floor-access database
- Formatted and graded tests
- Organized and archived paperwork

**.EXPERIENCE ()** | **PROJECT COORDINATOR – JUNIOR PROJECT**

AUG 2013 – DEC 2013

- Developed a UDK-built 3D First Person Horror game
- Organized small team

**.EDUCATION ()** | **FERRIS STATE UNIVERSITY - BIG RAPIDS, MI**

DIGITAL ANIMATION & GAME DESIGN, B.A.S.

3.84 GPA ; Projected graduation: Dec 2015