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|  | Amanda Rosado  www.redflowergames.com  ;  redflowergames@gmail.com  ;  616.334.5603 |
| .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 GamesMay 2014 – Dec 2014  * Developed a Unity-built Mobile Multiplayer match game * Worked under limited supervision  **Lab Monitor** - Ferris State UniversityOct 2012 - Present  * Monitored computer labs * Inventoried equipment * Installed software * Tutored students * Aided professors  **Office Assistant** - Ferris State University College of PharmacyOct 2012 – Oct 2014  * Built and managed floor-access database * Formatted and graded tests * Organized and archived paperwork |
| .Experience () | **Project Coordinator** – Junior ProjectAug 2013 – Dec 2013  * Developed a UDK-built 3D First Person Horror game * Organized small team |
| .Education () | **Ferris State University** **-** Big Rapids, MIDigital Animation & Game Design, B.AS. 3.84 GPA ; Projected graduation: Dec 2015 |