

Robert Green
2731 Crawford
Parsons KS, 67357

SKILLS

Networking Fundamentals, Computer security, Database systems, Operating Systems,
Hacking, software Assurance, Database and web security, Computer Forensics,
C#, C++, python, Game design

EDUCATION

Complete 9 years of high school at PHS
Completed a 2-year Degree in Video Games Desing at Stratfor career Inst.
Completed a 2-year Degree in C programming at Stratfor career Inst.
Minor: Horticulture, cabinet making,
Graduate with a bachelor's in computer science in FEB 2025
Completed a 3-year bachelor's degree in cyber security engineering
Currently working on my Masters Cyber security and software development

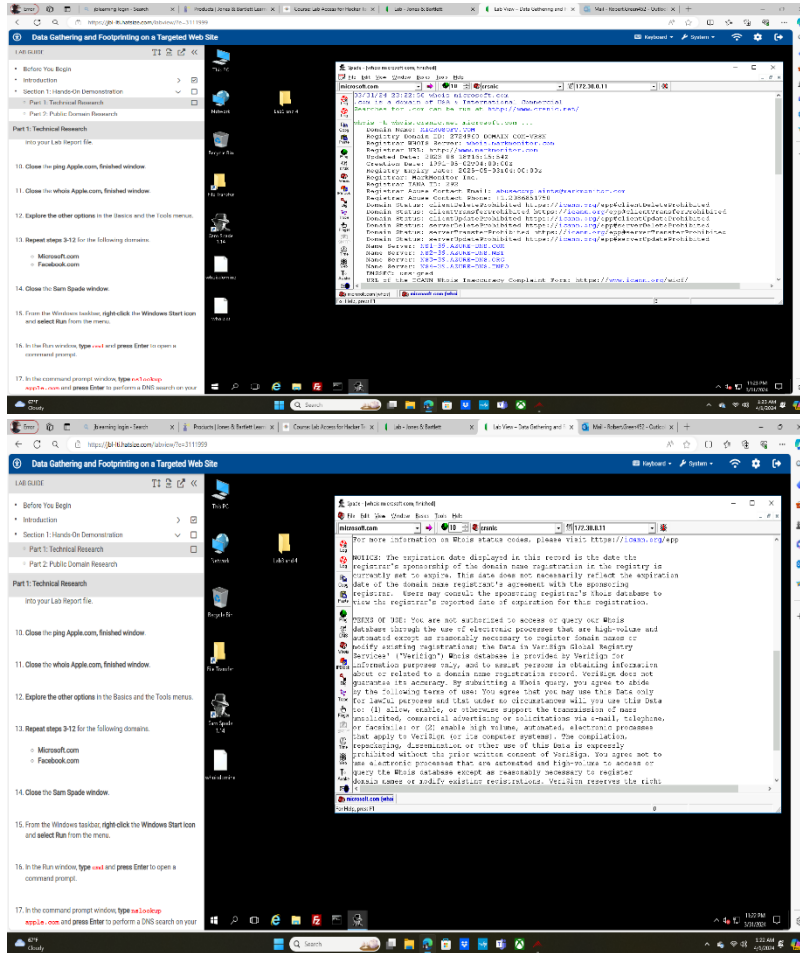
Work History

McDonalds Parsons

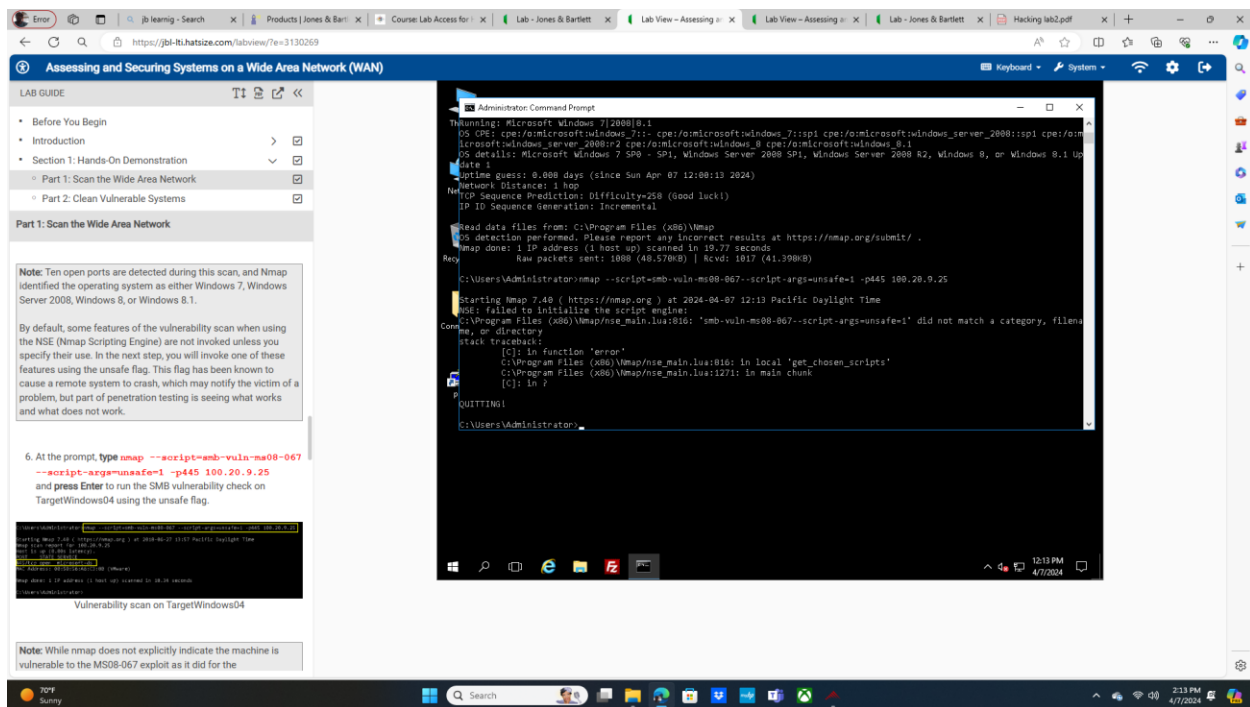
301 N 16th Street

Parsons KS

Networking Portfolio



Here I am using Sam spade to find out who a Hacker is or it's a real provider. I am also gather data on a network that I might want to hack to see if it's vulnerable.



Here I am using Nmap to remove malicious software.

Work as a team member and did what ever was needed

Left because I did not get along with management

Supervisor: Amber

620-421-0244

B&R installation

Demolition

Ruskin's CO.

1700 21st parsons KS

620-421-6090

Worked as heavy machine operator

Left because I seen the machine was running the wrong code to my boss,

I then was assaulted by another Inmate and was laid off with pay, I was giving my

Job but did not like how the situation was handled so I just went back to concentrating

On my tech career.

PERSONNEL

Robert Green

Social security 512-86-1457

Birthdate 1-17-1979

I like to think of myself as being able to do whatever I set my mind to or learn, It is my intention to become an asset to your company while protecting your assets. I get along well with others and have a passion for my work, I don't mind working overtime or whatever it takes to get the job done

My plan is to start working for others to learn more and advance skills, Ultimately I would like to start my research and own my own personal business.

Video Game Designer

Concept: The Ransome

Back Story

Hip hop music plays loudly out of an USV, while it's pulling up to the side of a curb 4 men dressed in black mask jump out, they lift heavy artillery and head into the bank.....

A brown skinned man sit in front of an older Columbian man and they make a deal. This marks the take over of Sunflower City by The younger Black male. His little brother looks at him in aww as he tries on the newest pair of shoes his big brother just gave him, for getting good grades in school.

The little brother leaves for school and is kidnapped a ransom is asked for the safe return of his little brother.

Game Play

The ransom is a one player game Male or Female, the user must navigate through obstacles that move the same way the user dose and has the same weapons and attacks, with a couple features for the player.

Attacks

The user has the option of precise targeting or regular shoot as you turn the player. The user also has the option to fight with NPC who have used up all their ammo, If the user has no weapon or ammo he may disarm an NPC or fight The NPC and take it weapon or ammo. The NPC May pick up and throw any object that is made available for that purpose.

Precise Targeting: If the user is engaged in a fist fight or with or without a gun the user may use precise targeting to get Heavy blows on the head, body or legs, The user can put the NPC in a head lock, and take his weapon or deal damage how the user see fit, Precise Targeting allow for the User to Attack the NPC with it's hands or with a weapon to get a reaction out of the NPC the user then can make a combo of precise shots and punches to eliminate the NPC or may throw the NPC into or though objects.

Special skills

The user might get into a situation the seems impossible to get out of, if this occur then the user may call Tonya. The NPC will speed up to the site of the User and Eliminate as many NPC as possible and then Drop the User off at a Random destination. This ability only works twice per level.

GPS

This a tool that provides information about where The user has been and what he/she has found. This will also update places where nothing was found and will also update as cluse to where his brother where abouts may be start to be come clear.

This is shortened game document from one my earlier games in 2016, the basic game document with out the credentials and a lot of the story. You have a basic 2d game or 3d but I like 2d, I did not speak on the graphic's and covered the game play, but not too much into the mechanics since we now have to sperate them, they are the same to me, but any how graphic and Game play is what I define may games on, never over graphical and never to easy. A good solid mesh of them both.



[click Here to my Bachelor's degree](#)

