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BARRY DAY

SKILLS

- Game development (*Unreal Engine, Unity*)
- Software development (*C++, C#)*
- Written and verbal communication
- Familiarity with underlying QA practices
- Team collaboration in a remote environment
- Attention to detail
- Ability to learn quickly
- Passion for digital storytelling

EDUCATION

SEP 2018 – JUNE 2021 | Santa Cruz, CA

B.S. Computer Science: Game Design – *University of California, Santa Cruz*

- Collaborated on game development teams in a professional environment both in-person and remotely
- Gained key experience in software engineering, game engines, production, audio, and art

GAMES

Solo Developer – *Last Lunar Air (2021 – 2024)*

- Built a custom physics engine in Unity, rigorously testing, documenting, and troubleshooting my code to achieve polished, bug-free gameplay
- Won awards for Technical Innovation and Audio at the 2021 UCSC Games Showcase

AI Engineer and Narrative Designer – *N64 Horror Game (2024)*

- Co-created a horror game in Unreal Engine 5 entirely remotely, utilizing version control and production tools to coordinate with my fellow teammate
- Designed a system for environmental storytelling, combining blueprints/C++ with level design to build upon the concept of interactive narrative

Sole Creator – *Intergalactic Burger War (2019)*

- Made a multiplayer card game, applying player feedback to an iterative design process and acquiring firsthand experience with playtesting
- Utilized core principles of graphic design to communicate gameplay mechanics in a concise and appealing manner

WORK

OCT 2022 – JUNE 2023 | Madrid, Spain

Assistant English Teacher – *Miguel de Cervantes Infant and Primary School*

- Taught English to children at a public elementary school in Spain, managing classes up to 30 kids each
- Learned how to thrive in a new environment and excel at new responsibilities, developing universal skills in leadership and communication