John N. Morris

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SUMMARY OF QUALIFICATIONS
- Strong understanding of programming fundamentals and concepts and aspects of game design
- 2 years of experience programming in C++
- Strong drive to see projects through to the end and seek out the best possible solutions
- Strong desire to learn more about coding, software engineering, and game development
- Good work ethic as shown by consistently turning in assignments on time

EDUCATION
Bachelor of Science in Computer Science; GPA: N/A   Expected May, 2027
Washington State University, Pullman, WA

<u>Relevant Coursework:</u>
Introduction to C Programming, math through Calc II, Introduction to Formal Logic

SKILLS
C++, Leadership and teamwork skills (as shown in other experiences),

PROJECTS
Game tech demo:
- Inventory system (*Completed with functioning UI*)
- Combat system (*Currently in development*)
- GUI (*Next goal*)

AWARDS AND EXPERIENCES
Awards: N/A
Organizations: N/A
Community Service: N/A
Experiences: N/A

OTHER EXPERIENCE
Babysitting, Bainbridge Island, Washington   2018 - June 2022
- Allowed myself to be open to perspectives that I wouldn't otherwise consider
- Conflict resolution and mediation

General Laborer, Student Conservation Corps, Bainbridge Island, WA   June 2023 – July 2023
- Worked and communicated with different groups of people effectively to achieve a goal
- Practiced leadership by managing groups of people