SKYE LYN WADDELL
FULLSTACK DEVELOPER

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PROFESSIONAL PROFILE

Fullstack Developer with knowledge in front-end, back-end, and web development. Proficient in game development, graphic design, and animation. To be a part of a creative and committed team.

PROJECTS & PROFESSIONAL EXPERIENCE

June 2022 – Jan 2023
Developed and released "Undead Survivor" on iOS, Android, Windows, Mac, Linux.

Jan 2024 – May 2024
Currently developing "Skyville MMORPG" with NodeJS, WebSockets, MongoDB, Express, and EJS, and GML.

Versatile fullstack developer and software engineer with interest for innovative solutions in both front-end and back-end technologies.

CERTIFICATIONS

SAIT Object Oriented Software Development	**2024**
FCC Responsive Web Design	**2024**
Zero To Mastery Academy Web Dev & Software	**2023**

TECHNICAL SKILLS

Languages: Javascript, GML, C#, Python, Lua & more.
Web & Software Development: HTML, CSS, React, EJS/Pug, NodeJS, Express, MySQL, MongoDB, Git.
Game & Graphic Design: GMStudio, Unity, Godot, Adobe Suite.

EDUCATION

Southern Alberta Institute of Technology (SAIT)

- OBJECT ORIENTED SOFTWARE DEVELOPMENT
- MAY 2024 - JAN 2025

Calgary, AB Canada

KEY SKILLS

- WEB & APP DEVELOPMENT
- FULLSTACK KNOWLEDGE
- API & DATABASES
- GAME DEVELOPER
- GFX DESIGN & ANIMATION
- ATTENTIVE TO DETAIL
- LEARNING TECHNOLOGIES
- FAST LEARNER

AWARDS

- EMPLOYEE OF THE MONTH
- GAMEMAKER CONTRIBUTER