

Skylar Beaty

Education

B.S Computer Science at Kent State University

May 2021 GPA 3.7

- Learned and applied agile development in Software Engineering, used Scrum Framework in Game Development Practicum with nine programmers
- Studied various techniques like memory management, version control, and design patterns over the course of my degree
- Took courses such as Computer Graphics, Game Programming, and Artificial Intelligence
- Studied Linear Algebra and Calculus with Analytic Geometry

Experience

Conventional Vampires (play on [Itch](#))

- Gathered and co-ordinated an interdisciplinary team of 15 people in a month-long game jam
- Held weekly team sprint meetings, lead programming meetings
- Produced documents to help collaboration across teams
- Integrated plugins like Ink with Unity, created systems to display background, characters, and merged other's work

Phase Drift (play on [Itch](#))

- Solo developed and published cross-platform
- Created a custom solution to random stage generation
- Iterated upon though user feedback
- Uses Unity features like scriptable objects and particles

Server Administration

- Setup and runs Ubuntu server using OpenSSH (with RSA encryption), Windows Terminal and Filezilla
- Hosts a game server and media streaming services
- Runs multiple applications through docker including Jellyfin, AMP (MC), Portainer, Homarr, and Gluetun
- Setup port forwarding for applicable services

Pathfinding with Unity Tilemap (view on [github](#))

- Uses Unity Tilemap to turn the level's geometry into pathfinding graph data
- Implements A* for random point to point in C#
- Uses Dijkstra's algorithm and path tracing for quick paths to a common goal

Work Experience

GE Healthcare, *Electromechanical Assembler*

Target, *Sale Associate*

Contact Information

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Online @

GitHub github.com/skylarbeaty

Portfolio skylarbeaty.github.io

Itch buffering13.itch.io

References

Theodore Bear

Lead Writer, Conventional Vampires

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Alyssa Denson

Human Resources, Target

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Skills

Communication
Creative Problem Solving
Data Structures
Attention to Detail
Project Management
Remote Collaboration
Agile Development
Creating Workflows

Languages

C#
C++
Javascript/HTML/CSS
Python
PHP
SQL
Bash

Development Tools

Unity, VS Code, GitHub, Subversion,
Miro, Trello, Discord, Inky, Microsoft
Office, Adobe Suite, Google Suite,
Krita, Davinci Resolve, Linux, Docker