

Shelbie Pyeatt

srpyeatt@outlook.com | (602) 638-6773 | <https://srpyeatt.github.io/>

Objective

Seeking to gain an internship in which to contribute talents towards creating dynamics in games that will make an impact in the industry.

Education

Informatics, B.S.

Expected Graduation Date: May 2024

Arizona State University

President Barack Obama Scholars, New American University Scholar

August 2020 – Present

Research/Projects

GCSP Future Solutions Project, Research, Arizona State University

Fall 2020

- Research and develop a prototype to clean up space debris to fulfill the Joy of Living Grand Challenge by presenting a design proposal through project deliverables

Experience

Xbox Scout Advocate at Education at Work, Tempe, AZ

August 2022 – Present

- Assist fans with solving their Xbox ecosystem issues whilst looking for active ways to better our service through changing policies and granting exceptions

Xbox Advocate at Education at Work, Tempe, AZ

March 2022 – August 2022

- Assist fans with solving software, hardware, and account issues with their Xbox systems along with PC, Mobile, or Smart TV with Xbox Cloud Gaming systems

Microsoft Ambassador at Education at Work, Tempe, AZ

July 2021 – March 2022

- Offer clients the complete solution to all their Microsoft technology questions and issues whilst maintaining customer satisfaction with Microsoft products

Skills

Proficient in

- | | | |
|--------------------------|-----------------|----------------------|
| • Microsoft Office Suite | • Windows 10/11 | • Visual Studio |
| • Unity Game Engine | • Eclipse | • Visual Studio Code |

Exposed to

- | | | |
|---------------------------|----------------------|----------|
| • C/C++, C# | • Java | • MATLAB |
| • HTML, CSS, & JavaScript | • Unreal Game Engine | |