

# Shelbie Pyeatt

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

## Objective

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

## Education

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### Informatics, B.S.

Expected Graduation Date: May 2024

Arizona State University

President Barack Obama Scholars, New American University Scholar

August 2020 – Present

## Research/Projects

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### 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

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### Xbox Scout Advocate at Education at Work, Tempe, AZ

August 2022 – October 2022

- 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

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### Proficient in

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

### Exposed to

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