Shelbie Pyeatt

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Objective

Seeking to obtain an internship position with Front-End Web Development, UX Design, or Game Development to strengthen skills in the workforce.

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
- Unity Game Engine
- Windows 10/11
- Eclipse
- Visual Studio
- Visual Studio Code

Exposed to
- C/C++, C#
- HTML, CSS, & JavaScript
- Java
- SQL
- MATLAB
- Unreal Game Engine