

PROFESSIONAL EXPERIENCE

Indie Games Startup landing Company | Part-time remote Programmer | January 2024 - Present

- Created player and game manager scripts for an action-strategy prototype game.
- Refactored code to organize and clean-up existing scripts.
- Established a GitHub repository to collaborate with other programmers working on the project.
- Used Trello to organize tasks and collaborate with other programmers.

Blah Blah Studio / The Salary Man | West Palm Beach Indie Unity Programmer and Game Designer | May 2023 -October 2023

- Crafted a comprehensive project design document for milestone tracking and organization.
- Designed and implemented a prototype using Unity's primitive game objects.
- Scripted in C# to define the game loop, AI, animation, and input systems.
- Conducted troubleshooting and debugging for seamless gameplay.
- Developed a graphical user interface to enhance user experience.
- Established a GitHub repository for collaborative development (available in my portfolio website).
- Successfully published the first commercial free-to-play title on [Itch.io](#) and [Google Play Store](#).
- Explore my portfolio for more details: [Yeneneh's Portfolio](#)

Smithsonian's Museum Conservation Institute | Remote Extended Reality Technologies Fellow | Nov 2020 - Nov 2021

- Formulated a design plan for multiple Extended Reality (XR) applications using Unity Technologies.
- Developed XR application prototypes for conservators, integrating scientific and computational imaging.
- Scripted in C# to establish application parameters.
- Created a workshop curriculum (canceled due to COVID-19) teaching underrepresented youth object-oriented programming, Unity Technologies, and 3-D reconstruction techniques.
- Results submitted for publishing in a scientific journal.
- Explore my portfolio for more details: [Yeneneh's Portfolio](#)

National Center for Preservation Technology and Training / National Park Service | Natchitoches, LA Laser Scanning | Dec 2021 - March 2022

- Conducted laser scanning, Matterport, and Theta scanning of historic landscapes and slave cabins in Louisiana.
- Registered scans in Faro Scene & Leica Register 360, ensuring accuracy.
- Cleaned data in Recap Pro to create point clouds for documentation and presentation.

City of Lake Worth Beach | Lake Worth Beach, FL *Preservation Planner | April 2022 - Present*

- Review site plans, architectural plans, and surveys to preserve character-defining features of residential structures in the six historic districts of Lake Worth Beach.
- Assess new construction and additions for architectural compatibility in historic districts, ensuring compliance with land development regulations.
- Present cases to the Historic Resources Preservation Board, facilitating solutions for contentious applications.
- Host meetings with clients to ensure effective communication.

SKILLS

- **Programming:** Object-oriented programming, scripting, and debugging in C#.
- **Game Development:** Unity engine (prototyping, releasing final products on Google Play Store and Itch.io).
- **Extended Reality (XR):** Designing and developing XR applications.
- **Documentation:** Writing comprehensive design documents.
- **Technical Proficiency:** Laser-scanning and Recap Pro, Building Information Modeling (Autodesk Revit), Autodesk AutoCAD, ArcGIS Desktop and Pro.
- **Planning:** City and historic preservation planning.
- **Languages:** Fluent in French and Amharic.

EDUCATION

Certiport | West Palm Beach, FL *Certified Unity User Programmer | Sept 2023 - Present*

Certiport | Gainesville, FL *Certified Autodesk Revit User | May 2021 - Present*

University of Florida | Gainesville, FL *MHP in Historic Preservation, Laser-scanning and Virtual Reality | Aug 2018 – Dec 2020*

- GPA: 3.94

University of Florida | Gainesville, FL *M.A. in Anthropology, Cultural Heritage Management, Certificate in Historic Preservation | Aug 2011 – Dec 2013*

Truman State University | Kirksville, MO *B.A. in Business Administration, Minor in Anthropology | Aug 2005 – May 2010*