



## Education

**Columbia College Chicago** – Chicago, IL | May 2022

Bachelor of Arts in Video Game Development

*Minor in Programming*

## Relevant Experience

**Strange Cargo** (*Sep 2021 – Present*) | Scrum Master, Lead Programmer, Game Design

- Practiced delegating tasks between team members and encouraged their growth as programmers.
- Researched and developed several systems to solve difficult tasks for the project.

**Unity Dialogue System** (*Aug 2021 – Oct 2021*) | Programmer

- Taught myself Unity's Graph View API and applied what I learned to create an intuitive UI interface to navigate a dialogue tree.
- Applied my knowledge of Abstraction and OOP to create computer generated classes that can be called from the dialogue tree during runtime.
- Practiced creating and maintaining documentation of how my system works so others will have an easier time using it.

**Welcome, Get Out!** (*Feb 2021 – May 2021*) | Scrum Master, Lead Programmer, Game Designer

- Learned how to delegate tasks outside of my knowledge of expertise to other teammates.
- Practiced organizing ideas and data so I and my teammates could find and use those ideas easily in the future.
- Began to learn how to port to multiple platforms such as WebGL, Android, Windows, and Mac.

**Nature of Code Unity Remix** (*Apr 2020 – Jul 2020*) | Contributing Programmer

- Learned how to work with other programmers and how to review each others code.

## Skills

### Technical

- C#
- Unity Engine
- GitHub
- .NET Framework
- Object-Oriented Programming (OOP)
- Visual Studio
- UI/UX Design
- Game Design/Development
- Adobe Creative Suite

### Interpersonal

- Project Management
- Leadership
- Communication
- Organization Skills
- Emotional intelligence
- Time Management

## Additional Experience

**McDonald's** - Aurora, IL (*Jun 2021 – Aug 2021*) | Crew Member

- Learned how to talk to customers and understand what they want/need.
- Practiced communicating to team members and keeping others organized.
- I got to train new recruits and helped them learn what I learned.