**First Name Last Name**

**Game Developer**
email@gmail.com

*Passionate creator of awesome web experiences*

**Education**
**Hostos Community College/CUNY**, Bronx, NY
A.A.S. Degree: Game Design, expected graduation June 2017

**Course Work**

* Introduction to the Digital Toolbox
* Web Design I
* Beyond Games
* Introduction to Games
* 2D Design
* Digital Games
* Sound Design
* 3D Computer Animation
* Media Design in the Digital Age
* Game Stud

**Technical Skills**
**Languages:** C++, C#, Objective-C, Java, Perl, Python PHP, ActionScript 3.0, FLEX MXML
**Front-end:** JavaScript, JQuery, HTML5, CSS3, JSON, XML
**OS:** Windows, MAC OS, Android, iOS
**SDKs/Engines:** jMonkey, Source SDK Base, Torque
**IDE:** FlashBuilder 4.7, Microsoft Visual Studio, Eclipse

**Internship
Automated Arts** 1/15 – 6/16

* Developed features for an undisclosed title in the Sims series
* Integrated a particle system into a game engine
* Investigated an open-source library as a scripting system
* Developed user interfaces for Speeding Hazard and an unreleased MM
* Worked closely with designers and artists to create a shared vision and see it through from concept to completion
* Play tested and debugged existing code in C++

**Other Experience**
Coffee House, part-time Barista 2/10 – 2/14
Target, part-time Cashier 2/09 – 2/10

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