**Objective:**

Technical expertise is creating tools for Maya through the use of pymel, and in UE4 using C++ and blueprints. I enjoy learning and have a variety of skills including animation and creating shaders which I intend to nurture and use to create better tools.

**Projects:**

Game Jam September 2019 – *Please Stop Shooting*

* Technical Artists – modeling, particle effects, gameplay and UI programming

 -Rail shooter as an homage to the Terminator arcade game in UE4

Game Jam November 2018 - *Ortho Jumper* (2nd Place-Shawnee State University Game Con 2019)

* Puzzle designer and 3D modeler in Maya

 -Puzzle 3d platformer where the player is only able to see in the 4 orthographic planes in Unity

Game Jam April 2018 – *Dungeon Run Run Revolution*

* AI programming in Python and 2D Sprite Animator

 -As a team we developed a proof of concept of an enjoyable movement mechanic inside a rogue-like

**Technical Skills:**

**Languages:**

* C/C++, C#, Python, Javascript, Lua, Java

**Software/Other:**

* Unity, Unreal4, Tortoise SVN, SDL/SDL2, OpenGL, HLSL, SQLlite, Pygame, Maya, HTML, CSS

**Education:**

**Shawnee State University 2017 – 2021** (3.81 GPA)

940 2nd St, 45662 Portsmouth, OH

* Digital Simulation/Gaming

**DuPont Manual 2013 – 2017** (3.7 GPA)

120 W Lee St, 40208 Louisville, KY

* Math Science Technology &Visual Arts

**School of Visual Arts – 2016** (3.8 GPA)

209 E 23rd St, 10010 New York City, NY

* Computer Animation

**Accomplishments:**

* 2nd place in Shawnee Game Conference Game Design Competition Fall 2019
* 1st place in Game Design at Kentucky TSA State Competition 2017
* 1st place in Programming at Kentucky TSA State Competition 2017
* Eagle Scout February 22, 2016

**Work Experience:**

Math Tutor 2017, Portsmouth, OH

* Taught and problem solved with students to ensure they improved in mathematics

Sale Associate at Sears 2018, Louisville, KY

* Worked in Lawn and Tools section and worked as a translator for Spanish when no native speakers were available

Resident Assistant 2019, Portsmouth, OH

* Encouraged participation within the college community, civil behavior, and remedied roommate conflicts

Programming Intern Yost Labs 2019-2020, Portsmouth, OH

* Debugged sensor kernals in C, debugged desktop application in JavaScript, and debugged custom API in Python

**Languages:**

Proficiency in Spanish

**References:**

James Hudson

Graphics, Optimization, Systems, and Object-Oriented Programming/Software Engineering Instructor

Shawnee State University

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Jason Witherell

Realtime Interactive, Game Programming, 3D Graphics Instructor

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Joshua Planz

Computer Animation Instructor

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