Paul
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SUMMARY

Creative and inspired game developer with a unique perspective. Strong understanding of core programming concepts and familiarity with a wide range of languages and concepts. Comfortable with Unity and Unreal Engine. Charismatic, easy to get along with and driven to continue to learn.

EXPERIENCE

Prosper IT Consulting, Portland, Oregon—Game Development Intern

February 2022 - PRESENT

I used C# and Unity to recreate the classic arcade game Q-Bert

I used Unreal Engine 4 to plan, modularly design and create a game

Used Agile and Scrum methodologies as well as contributing to an existing codebase using GitHub Desktop as Version Control

VLK, Berlin, Germany— *Owner/Designer*

June 2017 - September 2021

An Independent Fashion brand and Art Collective where I learned skills such as how to run an online shop, how to target niche demographics with SEO, Design using Adobe Illustrator, how to operate a laser cutter, as well as experience making immersive/interactive installation art.

SKILLS

Unreal Engine 4 & 5

Unity

Git/Azure

Visual Studio & VSCode

HTML 5 & CSS3

JavaScript/ Jquery

Adobe Illustrator

Houdini

Trotec and Epilogue Laser Cutters

Agile/Scrum

Creativity and Design Experience

Bootstrap

LANGUAGES

C#, C++, Blueprints, HTML, CSS, JavaScript, Python,, English, German

The Tech Academy, PortLand, Oregon — *Game Developers Bootcamp*

September 2021 - February 2022

The Tech Academy is an immersive boot camp with more than 800 hours of instruction and hands-on coding.

Predominantly the program is based on C# and C++ as well as Unity and Unreal Engine. It also covers the fundamentals of Computer Science.

Includes training in JavaScript, Python, HTML, CSS and T-SQL/SQL, Agile, SCRUM and web application development.

CalArts, Coursera— *Game Design: Art and Concepts*

March 2020 - September 2020

An online specialization including an introduction to game design, story and narrative development, world design and the creation of a game design document.