

QUINTIN WRIGHT

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OBJECTIVE I am seeking a position in software development utilizing my skills in game design and development.

SUMMARY OF QUALIFICATIONS Senior student of Game Design and Development at Kennesaw State University with a year of internship experience in serious games development at Janus Research Group.

- Extensive development experience with Unity 3D
- Skilled at front end web development using HTML, CSS, and Javascript
- Proven abilities in algorithm and software design
- Familiarity with frameworks for web including JQuery and Bootstrap

EXPERIENCE **Janus Research Group**, Smyrna, Ga June 2014 - June 2015
Associate Developer

- Conducted feasibility test for web technologies
- Converted project from Photon to Electroserver
- Created a web interface to index company wide art assets
- Worked towards converting a traditional Unity project to Virtual Reality

EDUCATION

B.S. Computer Game Design and Development,
Kennesaw State University, Marietta, Ga Expected Graduation May 2016
Minoring in Computer Science
Major GPA: 3.6/4.0, Overall GPA: 3.2/4.0

SKILLS

Languages C#, Java, Python, Visual Basic.net, JavaScript, HTML, CSS, XML, and SQL

Software Unity, MonoDevelop, Netbeans, Eclipse, Visual Studio, Dreamweaver, MS Office Suite, Visio, Sourcetree, and FileZilla

Web Technologies Django, JQuery, Bootstrap, Jira, and Confluence

Interpersonal Presentations, Editing, Writing, Training, and Management

PROJECTS

Distruxia - A PC fantasy adventure game created with Unity that takes a tongue and cheek look at classic RPG games. The player character is a game tester who has been pulled into the body of a mage in a fantasy world.

Warp Wake - An infinite game, created with Unity for Android, in which you play a courier with a message to save Earth from destruction. You surf through a wormhole in the wake of warp ships avoiding debris and asteroids pulled into the wormhole.

Art Asset Database - A project for Janus Research Group in which my team created a database and web interface to index the art assets company wide. The interface allows users to search, add, edit, and tag assets. My responsibilities included the HTML, CSS, Javascript, and some Python.

EXTRACURRICULAR

SPSU Competitive Programming Team 2013, Association for Computing Machinery, 2014 Global Game Jam, 2014 Games for Health, 2015 KSU Fall Game Jam