

(555) 654-7890

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San Francisco, CA

## EDUCATION

### Bachelor of Science in Game Development

University of California, Berkeley, United States, Graduated: May 2023

- Relevant Coursework: Game Mechanics Design, AI Programming, 3D Game Development, Game Physics, Software Engineering, Mobile Game Design
- Academic Projects: Developed a real-time strategy game and a virtual reality (VR) application as part of senior capstone.

### Certifications

- Unity Certified Developer, May 2023
- Unreal Engine Mastery, April 2023
- Introduction to Game AI, February 2023

## SKILLS

- Proficient in Unity, Unreal Engine, C#, C++
- Expertise in game mechanics, AI development, physics simulations, and animation integration
- Experience with mobile (Android/iOS), PC, and console game development
- Strong knowledge of Git, Visual Studio, Blender, Maya, and Photoshop
- Deep understanding of frame rates, memory management, and graphics rendering techniques
- Strong communication and teamwork skills in agile development environments

## LANGUAGES

- English (Fluent)
- Spanish (Intermediate)
- French (Basic)

# JAMES ANDERSON

## JUNIOR GAME DEVELOPER

## PROFESSIONAL SUMMARY

Passionate and results-driven game developer with hands-on experience in creating interactive, high-quality games using Unity and Unreal Engine. Proficient in C# and C++, with a deep understanding of game mechanics, physics, AI, and optimization techniques.

## EXPERIENCE

- August 2023 - Now

### Junior Game Developer

Epic Games / San Francisco, CA

- Developing and optimizing 3D games for mobile and PC platforms using Unity and Unreal Engine.
- Designing and implementing complex game mechanics, artificial intelligence (AI), and animations in C# and C++.
- Writing and maintaining clean, efficient code while adhering to best practices for game development.
- Conducting QA testing to identify and resolve bugs or performance issues before release.

- June 2023 - August 2023

### Game Development Intern

Game Studios Inc. / San Francisco, CA

- Worked with the design team to integrate art, sound, and animation assets into the game environment.
- Supported debugging, quality assurance, and performance optimization tasks to enhance user experience.
- Participated in brainstorming sessions and provided creative input to improve gameplay mechanics.

## PROJECT

- /

### 3D Puzzle Game (Unity)

- Developed a 3D puzzle game where players navigate mazes and solve physics-based challenges. Focused on implementing smooth game mechanics, physics-based interactions, and responsive controls to enhance user experience.
- Utilized Unity's 3D engine and C# to bring intricate game designs to life, ensuring high performance on mobile devices.