

JOHN McGREEVY
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CAREER OBJECTIVE: As a game developer, to skillfully work as a programmer or a sound designer, and also to apply my years of experience in those fields in a more professional environment.

QUALIFICATION SUMMARY

Four years of game development and C# programming experience in the Unity engine, as well as 2 years of Java and Python experience that was gained from a variety of genres and projects.

Frequent build manager leader who is able to clearly communicate decisions and objectives between members of a team to escalate a projects compilation and completion.

Flexible developer who is capable in fields other than sound and programming, such as 3D modelling and animation whenever a team may otherwise be overwhelmed.

Acutely aware of modern trends and popular interests in the industry owed in part to frequently surveilling various forums and game journalist sites – a necessary skill to staying relevant in the industry.

Excellent worker and team player who is well-versed in bolstering team morale and motivating group members into better moods and leading to higher productivity.

EDUCATION:

Bishop Denis J. O'Connell High School	2014
George Mason University, Computer Game Design	Present

PROFESSIONAL ACCOMPLISHMENTS AND WORK HISTORY

PUDDLE JUMP GAMES	2018-2019
<i>INTERN PROGRAMMER AND BUILD MANAGER</i>	2018-2019

I interned for Puddle Jump Games from the summer of 2018 to now, acting as a programmer and general build manager and sometimes leader. Part of my job was to keep other people on track, and compiling all their assets together into one place. I was also one of the few members who had editing access to the Unity Collaborate source control build so I frequently delegated roles to different members of the team.

PERSONAL

Likes to work on side project games during free time

Frequently get-togethers with friends to play table top games such as Warhammer 40K and Dungeons and Dragons

REFERENCES

Available upon request.