



Garrett Goodwin

Aspiring Game Developer
Queen Creek Arizona

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[Website](#) | [GitHub](#) | [LinkedIn](#)

Summary:

An enthusiastic, aspiring game developer who enjoys the imaginative and analytical aspects of programming. Eager to bring the personal skills that I learned from developing and releasing personal projects to a professional game development team.

Education:

Arizona State University (2020 - 2024)
Bachelor in Computer Science, Cum GPA: 3.78

Game Projects:

I have completed a variety of game projects including, 2D, 3D, and VR games using the Unity game engine. These projects were developed independently, providing me with a comprehensive understanding of the full game development process.

- 2022 – 2023 Upturn** - A fast paced, 3D multiplayer, first-person shooter [More Info](#)
- Utilized Unity and Photon Unity Networking to create an immersive online multiplayer experience
 - Designed and implemented a variety of weapons and equipment, giving players a diverse range of options to enhance their gameplay.
- 2021 – 2022 Light in The Dark:** - A top-down, 2D wave shooter [More Info](#)
- Developed an AI system for the enemy characters, featuring distinct behaviors for each type of enemy.
 - Devised and developed an upgrade system for weapons to enable players to boost the effectiveness of their weapons as they play.
- 2021 – 2023 Game Jam Participation:** [More Info](#)
- Proven ability to quickly develop high-quality game projects under challenging time constraints by participating in several game jams.
 - Demonstrated creative and experimental game mechanics implementation while creating two game jam projects, Punch Back and Swingy Spider, within a tight 72 hour time frame.

Technical Skills:

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|----------|------------|-----------|-------------------------|
| • C# | • C/C++ | • Java | • HTML/CSS |
| • Unity | • GitHub | • Blender | • Photoshop/Illustrator |
| • Trello | • Audacity | | |

Experience:

Wedding Maintenance Staff (2019 - 2021)
Schnepf Farms | Queen Creek, Arizona

- Responsible for ensuring that the venue was prepared for events, including trouble-shooting/fixing issues if needed
- Frequently faced unexpected issues that needed quick-thinking and strong-problem solving skills to resolve

