

Shaquille Georges

Palm Bay, FL 32908

(321) 987-6350 • georgesshaquille@gmail.com

Profile

Highly adaptable IT professional skilled in developing applications, debugging code, and optimizing software performance. Outstanding ability to lead a team and provide clean code that is reusable and easy to interpret. Adept in balancing and prioritizing workload to contribute to best practices. Knowledgeable in software principles and Agile frameworks.

Technical Proficiencies

- C++
- C#
- JavaScript
- Unity
- Unreal Engine

Education

University of Central Florida, Orlando, FL

Bachelor of Arts: Digital Media - Game Design

GPA: 3.2

Phi Theta Kappa National Honor Society

Relevant Coursework

- Casual Game Production
- Fundamentals of Interactive Design
- Game Design Workshop I
- Gamer Design Workshop II
- Game Production

Honors And Activities

- National Society of Leadership & Success, [Orientation and Leadership Training Certificate](#), [Foundations of Leadership Certificate](#)
- Game Dev Knights – extra-curricular student group that met to develop small game projects
- Bayside Engineering Technology Academy (BETA)

Experience

University of Central Florida, Orlando, FL

2018-2020

Student: BA in Digital Media

- Added sounds, animations, and movement controls for an RPG project using Unity and C#.
- Created a third-person video game in a group project using Unreal Engine and C++.
- Collaborated in developing a 3D Platformer by creating attack patterns and health values for enemies using Unity and C#.

Portfolio available for review at shaquillegeorges.com.