Sperling D

Software Engineer, 5+ years experience
Berwyn, United States
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I am a recent graduate of Elmhurst University with a Bachelors of Science in Computer Gaming & Entertainment Technology and a Minor of Digital Media in Game Design. I am looking for Game Developer/Software Engineer positions. It has been a dream of mine to work in gaming/computers.

INDUSTRIES: Social Media, Gaming

TECHNICAL SKILLS

• C++	5 years
• Visual Studio	5 years
• C#	3 years
• HTML & CSS	3 years
• Game Programming	3 years
• Unity	3 years
• Unity 3D	3 years
• JavaScript	1 years

SOFT SKILLS

Communication, DevOps, Agile

PROJECT DETAILS

• Spring-Social-Media-Blog-API November-2023 - November-2023

Project Description: Implement Spring API to a Social Media Repository using Spring annotations.
Responsibilities: I was to implement a Spring API to implement basic social media activities such as posting, deleting, updating posts and doing the same for registering users.
Technologies: GitPod
Industry: Social Media
Link: https://github.com/SperlingDane/Spring-Social-Media-Blog-API

• Life In Color June-2022 - August-2022

Project Description: Create a game where the player makes choices that reintroduce color and music into the world. 2D platformer.
Responsibilities: I was to lead a small group consisting of me, a music designer and a graphic designer. I programmed, created the levels, and put all the assets together from my team.
Technologies: Unity
Industry: Gaming

EMPLOYMENT HISTORY

• Merchandiser August-2023 - March-2024

Description: Stock and zone shelves while helping members with their shopping.

• Intern, Game Dev Lead June-2022 - August-2022

U4Ea
Description: Lead a small team to create a prototype of a game for a health and wellness company.

EDUCATION

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• Bachelors degree in Computer Gaming & Entertainment Technologies from Elmhurst 2020 - 2023

LANGUAGES

• English - native

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