Lauren Saint Henry

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- Highly **passionate**, this has been my dream since I was in kindergarten
- **Self-driven**, able to work independently and keep myself accountable to meet deadlines
- Excellent **teamwork** and communication skills, very comfortable working with a team

Education

September 2020 - September 2022

Full Sail University - *Game Development Bachelor's*
- Computer Science degree with a focus on **Game Development techniques** and practices

Skills

Languages: C# (4 years), C/C++ (3 years)

Engines and APIs: Unreal Engine 5, Unity, Vulkan

Software Experience: Perforce, GitHub, Visual Studio, TortoiseGit, Trello

Project Experience

May 2022 - September 2022

Luddite **(Unreal 5)** - *Gameplay Developer*
Team size: 7
- Programmed a fast-paced action **combat system**, taking advantage of both C++ scripts and Blueprints
- Was responsible for improving player game feel using **animations**, a **target lock** system, and camera and particle **effects**
- Collaborated with a **cross-disciplinary team** including developers, modelers, and music composers
- Utilized **Perforce** and an **agile workflow** to stay organized and on-track

February 2022 - February 2022

Counterfeit Catcher **(Unity)** - *Developer*
Team size: 3
- Game Jam game for Brackey's Game Jam 7; **placed 3rd in Theme** and **67th overall** out of 1,649 submissions
- Designed and implemented a **procedural sprite generator**
- Programmed a difficulty system to have **progressively harder levels**

May 2021 - August 2021

Speed of Light **(Unity)** - *UI Developer*
Team size: 4
- Coded and designed **all UI and menus** in the game using Unity's UI canvas system
- Implemented an **unlocking system** based on race placements
- Utilized **GitHub** and an agile workflow with frequent **scrum** meetings