

# PREP YOUR PATH RESUME SAMPLE

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## PROFILE

Versatile software designer with strong writing skills and professional experience in gameplay programming, audio engineering, and quality assurance. Individual and team game design experience includes immersive simulator and virtual reality using Unity and Unreal Engine. Demonstrated ability to achieve targeted goals by learning new disciplines quickly, supporting multiple projects, leading and collaborating with teams, or working independently.

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## SOFTWARE AND PROGRAMMING SKILLS

*Standard Languages:* Python, Java, C#, C++, Scheme, OpenGL, ActionScript3

*Web/DB Languages:* SQL, HTML, CSS, Markdown, JavaScript

*Game Engines:* GameMaker, Unreal, Unity, LOVE2D

*Design:* Maya, Cinema 4D, Adobe Photoshop, Flash

*Version Control/Workflow:* Agile using JIRA, Git, Perforce

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## ADDITIONAL SKILLS

*Audio Engineering/Music Production/Sound Design:* Max, Ableton Live, Apple Logic, Pro Tools

*Writing:* video game, film and television, content, fiction, Twitter, Facebook, Instagram, reports, memorandums

*Acting and Voice:* Lead Actor, *Crshd* (Indie movie); Voice Actor, Jackbox Games, *You Don't Know Jack*

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## GAMEPLAY PROGRAMMING EXPERIENCE

**Jackbox Games**, Chicago, IL ([jackboxgames.com](http://jackboxgames.com)) May 2018—Aug 2018

*Software Engineer Intern (Party Pack 5)*—For a video game developer of trivia comedy series and games (40+ hours/week)

- *Gameplay:* Programmed game mechanics, fixed software bugs, and processed controller data using ActionScript.
- *Animation:* Created animations using GreenSock library in ActionScript3.
- *Art Integration:* Assimilated Flash animations using proprietary tools.
- *Audio Programming:* Added sound effects, dialogue, and game composition using proprietary tools and ActionScript3.
- *Content Exportation:* Validated and streamlined content exports using Python.
- *Workflow:* Used proprietary tools and Perforce for version control, and managed projects using JIRA and Trello.

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## AUDIO ENGINEERING EXPERIENCE

**The Lodge**, New York, NY ([thelodge.com](http://thelodge.com)) Jan 2017

*Hardware and Software Intern*—For a state-of-the-art mastering and specialized mixing facility (60+ hours/week)

- *Mixing and Mastering:* Assisted engineers with clients including Dave Grohl, Vampire Weekend, and Sia.
- *Studio Construction:* Helped build and wire a state-of-the-art-recording studio in White Plains, NY.
- *Data Management:* Scrubbed, organized, and compiled data for past records spanning two years.

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## QUALITY ASSURANCE EXPERIENCE

**Yondster**, New York, NY ([yondster.com](http://yondster.com)) May 2016—Aug 2016

*Software Intern*—For a platform connecting next generation entrepreneurs, educators, and professionals (20+ hours/week)

- *Data Administration:* Enhanced software by testing for functionality and documenting bugs using JIRA

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## ADDITIONAL EXPERIENCE

**Independent Projects in Development** ([jackwax.itch.io](http://jackwax.itch.io)) June 2018—Present

*Lead Developer (Hyper Casualties)*—For an immersive sim about playing games while your mother yells at you

*Designer, Writer, Programmer (Smitten Kitten)*—For a 3D Stealth game about accidentally killing a cat

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## EDUCATION

**Oberlin College**, Oberlin, OH Graduated May 2018

Bachelor of Arts in Computer Science and Creative Writing

*Teaching Assistant, Writing for Television and Film (CRWR 260)* Feb 2018—May 2018

*Teaching Assistant, Data Structures (CS 151)* Mar 2017—Dec 2017

**New York University, Tisch School of the Arts**, New York, NY June 2017—Aug 2017

*Courses:* Intro to Game Design (Jesse Fuchs) and Intermediate Game Development (Robert Yang)

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**ADDITIONAL:** Graduated from Rye Country Day School, Rye, NY; raised in Harrison, NY Date: December 2018