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PROFESSIONAL SUMMARY

Game development student with experience developing object-oriented applications using C++. Strong foundation in problem-solving, debugging, Git version control, and software development practices. Seeking opportunities to continue developing technical skills through academic and personal projects.

TECHNICAL SKILLS

Programming Languages: C++, HTML, CSS

Software & Tools: Visual Studio, Git, GitHub, Microsoft Office, Obsidian

Technical Concepts: Object-Oriented Programming, Classes & Objects, Functions, Loops, Input Validation, Debugging, Version Control, Pull Requests

TECHNICAL EXPERIENCE

Current Course Project

- Developed a C++ console application using object-oriented programming.
- Implemented multiple classes, functions, and user input validation.
- Used Git and GitHub for version control using commits, branches, and pull requests.
- Tested, debugged, and refined the application through iterative development.
- Created technical documentation and a project demonstration.

PROJECTS

Gemstone Hunter

Briefly describe your project in 2–4 sentences.

Technologies: C++, Visual Studio, Git, GitHub

Repository: <https://github.com/SapphireWitch/COS1-GemstoneHunter-Portfolio>

EDUCATION

Full Sail University

Bachelor of Science in Game Development
Expected Graduation: 2028

Relevant Coursework:

- Programming Fundamentals
- Object-Oriented Programming
- Software Development
- Version Control