

**Charles “Parker” Ramsey**

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## **OBJECTIVE**

Seeking a summer internship or Fall 2019/Spring 2020 co-op as a Programmer at a Game Development Studio.

## **EDUCATION**

**Master of Entertainment Technology** Graduating: May 2020  
Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA

**Bachelor of Science in Computer Science** Graduated: May 2018  
Georgia College & State University Milledgeville, GA  
Relevant Coursework: Artificial Intelligence, Analysis of Algorithms, Intro to Data Structures, Networks & Network Programming, Discrete Structures, Visual Storytelling

## **SKILLS**

**Programming:** C++, C#, Java, Artificial Intelligence (Supervised/Unsupervised, Model-Based Problem-Solving Agents), Network Programming (TCP/UDP), Python, SQL, Perl, Shell Script, Assembly

**Game Development:** Unity

**Linux:** General Usage

## **ACADEMIC PROJECTS**

**Building Virtual Worlds, Programmer, ETC** Fall 2018

- Scope: Five person teams rapidly developing virtual experiences over two-week sprints, after which the teams are shuffled
- Platforms: PC, HTC Vive (VR), Meta II (AR), Kinect, Jam-O-Drum
- Skills Being Developed: Communication / Collaboration across disciplines, Rapid Prototyping, Iteration on Creative Ideas, Playtesting, Game Design / Development

## **EXPERIENCE**

**Information Technology Intern** July 2017 - May 2018  
Burgess Pigment Company, Sandersville, GA

- Participated in installation of Office 365, SharePoint, and Microsoft Dynamics NAV
- Collaborated with colleagues to achieve readiness for Enterprise Resource Planning system
- Aided in webpage development for company’s main internal portal in SharePoint

**Computer Science Tutor** August 2016 - December 2016  
Georgia College & State University, Milledgeville, GA

- Supervised the study of classmates
- Provided assistance and advice to any students with Computer Science questions