**Cameron Moore**cameronmarcel@gmail.com

(832) 882-0640

A Software Engineer who has frequently been praised as someone who makes deadlines, is punctual in coding structure, and passionate in coding design.

# PROFICIENCY

 Unity Engine JavaScript

 C# C++

Unreal Engine

#  PROFESSIONAL EXPERIENCE

# We Care Insurance Omaha, NE

*Intern Software Engineer – August 2020-December 2020*

Modify CSS and HTML codes in Visual Studio and used GitHub to combine both scripts as directed by the front- end development team.

Complete ad hoc tasks, as assigned from weekly staff meetings with back-end developers.

# Health Start FoundationAustin, TX

*Intern Game Programmer /QA Tester- June 2019 – September2020*

Created a QA Pipeline with the Lead Programmer for Monstralia and created bug reports using HacknPlan.

Integrated game design feedback in addition to bug fixing to innovate the project.

Communicated with the Lead programmer, Lead Illustrator and Lead Project Manager on

Gameplay related issues

Identify and fix bugs in Monstralia.

 **Caution Ready Games Austin, TX**

 *Contract Unity Developer July 2021-Present*

-Integrate game design gameplay for Frontier Planet Origins

**WORK EXPERIENCE**

**P. Terry’s,Austin, TX**

*Night Shift - Crew Member, May 2019-December 2019*

**Subway, Houston, TX**

 *Crew Member, July 2021-present*

# ACHIEVEMENTS

Unity Technologies Associate Game Developer (May 2021) and Programmer (July 2021) Certification

- Certifications earned by completing an official Unity Technologies Certification Test and passed.

C++ Institute Certified CPE(March 2022)

-C++ Entry-Level Certification Program earned by completing an official C++ Institute Certification Test and passed.

# EDUCATION St. Edward’s UniversityAustin, TX,

*BA, Computer Science****- May 2021***