

Casey O'Neal

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SKILLS

Programming/Development:	C#, C++, HTML/CSS/JavaScript, Angular
Video Game Development:	Unity, Unreal, C++, C#, Azure DevOps
Frameworks/Libraries:	Bootstrap, JQuery, ASP.NET, Node.js
Database:	MySQL, Oracle, AWS
IDEs:	Visual Studio Code
Version Control:	Git, Azure DevOps
Teamwork:	Attended SCRUM meetings and daily standups on time along with my team.
Non-Technical:	Dependable, Passionate learner, Intuitive, Imaginative, Analytical, Detail Oriented, Communicative and Focused

EMPLOYMENT EXPERIENCE

- Software Developer Intern** | PROSPER I.T. CONSULTING - Portland, OR **3/23 - CURRENT**
- Implementing Unity and C# I collaborated with a team to create an arcade experience reminiscent of the classic Space Invaders game. This included using C# to create the components of movement, ship combat, enemy behavior and weapon behavior. Contributed animations for enemy and player character explosions and movement.
 - Using Unreal Engine 5 and C++ blueprints I participated in the team effort of creating a first person platformer and collectathon style game. I used blueprints to create the components of player movement, player health, a win/lose condition, and menus for navigating the game's systems.
 - Using C# and the .NET framework I created a console application that acted as a playable game of blackjack.
- Plant Health Technician** | AZX - Portland, OR **10/20 - 1/23**
- Cloned up to 400 plant plugs and samples a day using a process that included techniques that I created for optimization..
 - Kept track of resource inventory and supply use everyday and made orders for more supplies daily. This included hundreds of gallons of plant nutrients, soil, potting, clone trays, PPE gear and more.
- Harvest Team Lead** | 710 LABS - Oakland, CA **11/17 - 3/20**
- Managed and delegated a team of up to thirty-five people.
 - Trained all new members of the team including all members of temp agencies.
 - Logged and tracked up to two hundred pounds of plant material, to the gram, from harvest to processing including waste and flower every day.

EDUCATION & TRAINING

Certification in Software Development | The Tech Academy

Graduated: 8/28/23

- Immersive Full Stack Software and Video Game Developer boot camp with more than 800 hours of instruction and hands-on coding and programming. Predominantly the program is based on Unity, C#, C++ and Unreal Engine 5, along with the fundamentals of Computer Science, Django, .NET Framework, T-SQL/SQL, MVC, HTML, CSS, JavaScript, T-SQL/SQL, Agile / SCRUM and web application development. Completed numerous practical projects.