

Eugene Bryant Jr.

Programmer

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Philadelphia, PA

Passionate entry-level game programmer on the Autism Spectrum, with hands-on experience in developing interactive applications using C++, C#, and JavaScript, and proficiency in Unity and Unreal Engine. Demonstrates a strong foundation in coding, problem-solving, and technical communication, combined with a solid understanding of game design principles. Adept at applying programming skills to create interactive experiences, while learning and adapting to new technologies. Eager to contribute programming expertise alongside the ability to work under pressure, deliver excellent customer service, and maintain organization, to innovative game development projects and further refine skills in the gaming industry.

Technical Proficiencies

Languages:	C++, C#, JavaScript, HTML
Platform Tools:	Unity, Unreal Engine, Microsoft Office programs
Skills:	Problem-solving, Time management, Team collaboration, Attention to detail, Adaptability, Communication, Project management, Statistical analysis, Machine learning

Education

Bachelor of Computer Science (Game Programming) | Champlain College –May 2024

- Developed games and interactive applications using C++ and C# in both Unity and Unreal Engine, focusing on game mechanics and player interactions.
- Designed and implemented UI components using HTML and JavaScript, creating seamless user experiences within game environments.
- Optimized game performance by identifying and resolving issues in code and graphics, enhancing frame rates and overall gameplay smoothness.
- Collaborated on team projects, utilizing Microsoft Office programs to organize documentation, presentations, and project planning.
- Applied object-oriented programming principles to build scalable and maintainable game systems in C++ and C#, ensuring robust game functionality.

High School Diploma | Franklin Towne Charter High School, Franklin Towne - June 2019

Professional Portfolio

Portfolio link: Eugene Bryant Jr's Portfolio: [Contains programming projects in game design including:](#)

- **Boids (solo project):** Using the Unity engine, the purpose of this final project was to help gain a better understanding of the basics of AI. With this project, dots produced different behaviors depending upon what keys were pressed (ie. Wandering, cohesion, separation, and repulsive force.)
Link to project: <https://senjen63.github.io/Game-Programming-Portfolio/Boids/index.html>
- **Rubix (solo project):** Using the Unity engine, the purpose of this project was to understand advanced AI and algorithms. Using your mouse you can move the blocks around to solve the puzzle.
Link to project: <https://senjen63.github.io/Game-Programming-Portfolio/Rubix/index.html>
- **Momentum (group project):** This was our final project that was presented to possible game companies. I was one of five programmers who worked together to build this game.
Link to project: <https://store.steampowered.com/app/2841830/Momentum/>

Career Experience

Stock Clerk | United Refrigeration, Inc. | Philadelphia, PA

May 2022 – Aug. 2022

Managed inventory and stock organization to ensure efficient operations and accurate tracking of merchandise.

- Provided customer support by quickly locating products in the stockroom and restocking shelves, enhancing overall customer satisfaction.
- Streamlined inventory management processes, ensuring accurate stock levels and reducing discrepancies by 15% through diligent tracking and auditing.

Sales Floor Associate | Dollar Tree Stores | Philadelphia, PA

Nov. 2020 – Aug. 2021

Assisted with merchandise stocking, freezer inventory management, and unloading daily shipments for smooth store operations.

- Stocked shelves and maintained freezer inventory, ensuring product availability and neat presentation.
- Assisted in receiving and unloading daily shipments, improving store efficiency during high-traffic holiday periods.

Summer Camp Counselor | It's Time 4U2 Learn Academy | Philadelphia, PA

June 2017 – Aug. 2017

Coordinated activities for children, ensuring safety during daily trips while assisting with meal and nutrition requirements.

- Supervised and led activities for children ages 1 to 8, ensuring a safe and engaging environment.
- Assisted in meal management, and meeting nutrition requirements while collaborating with other counselors.

Awards and Affiliations

- Anime Club President | Champlain College
- Champ Event Club | Champlain College
- Best Buddies | Franklin Towne Charter High School
- Dean's List Champlain College (Fall 2020 Semester)
- Perfect attendance award 9-12 grades
- Honor Roll - Academic Achievement Award, Franklin Towne Charter High School