

# Sly Mona

## Software Engineer

### Contact

[slyfmona@gmail.com](mailto:slyfmona@gmail.com) 

[LinkedIn](#) 

[Portfolio](#) 

### Education

**B.S.E.**

**Software Engineering**

University of Michigan  
2020

### Skills

C/C++

C#

Java

JavaScript

Python

Unity

Unreal Engine

Git

Perforce

Unity Teams

SQL (MySQL, SQLite, etc)

HTML/CSS

Agile Scrum & Kanban

Data Structures

### Career Objective

Game developer and software engineer looking to further develop my skills in the field of game development for a company that strives to innovate and push the Video Game Industry.

### Experience

#### Game Developer

University of Michigan | March 2020 – September 2020  
Ann Arbor, MI | Worked for Bruce Maxim, PhD.

- Worked on developing a game for use in rehabilitating returning veterans that wish to reenter the current job market.
- Created tools, resources, and simulations for player.
- Built intuitive UI
- Game Design/Programming
- Story/Career Path Structure
- Maintained version control and regularly submitted documentation.

### Projects

#### Online Multiplayer Card/Board Game

- Full Steamworks Integration w/ Lobbies
- Deck Builder w/ Loadouts, Custom Map Generator
- P2P Turn Based Combat

#### Unreal Hook Movement FPS (Hook Heist)

- Platform shooter that utilizes a hook shot.
- Advanced game states, AI Movement and character actions.