

Harrison Sanders

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Objective:

To obtain a summer position at the GEL Lab

Education:

Michigan State University

Bachelors in Computer Science | Minor in Game Development

May 2019

3.9 GPA

Work Experience:

Auto-Owners Insurance – Software Development Intern

2017-Present

- Designed and developed web applications
- Worked collaboratively with a team in a corporate environment
- Strengthened ability to train and learn new technologies quickly

Everett High School Marching Band – Low Brass Instructor

2016-Present

- Lead as a paid instructor, teaching marching, playing, and leadership fundamentals

MSU Undergraduate Study – Study Designer

2015-2016

- Collaboratively designed a study to observe the effects of avatars on self-efficacy
- Presented at UURAF, GLS12, and Meaningful Play 2016

City of Charlotte, MI – Park Ranger

2015-2016

- Managed and maintained five parks

Classroom Experience:

- Completing classes in Data Structures, Web Design and Mobile App Design.
- Courses completed cover a wide variety of programming base knowledge
- Currently in Semester 2 of the Game Design Minor
 - Worked collaboratively with a wide variety of peers to create games and prototypes

Extra Curricular:

MSU IM Basketball

2016-Present

- Participant on floor team

MSU Marching Band and Spartan Brass

2015-Present

- Baritone Section Member

MSU Concert Band and Lansing Concert Band

2015-Present

- Baritone Section Member
- Summer 2016 Featured Soloist with the LCB

Skills:

- Fluent in C#, HTML 5, Java/TypeScript, Angular, and CSS
- Experienced with the Unity and the Unity API
- Competent with Photoshop
- Have Basic Music knowledge and Garageband experience

Portfolio Information:

GameJolt: <https://hsanderman.gamejolt.io> **Personal Website:** <http://harrisonsanders.com>

