

PAUL CAIN

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 cain-design.com
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PROGRAMMER + TECHNICAL DESIGNER

EDUCATION

Master of Science in Game Design

Full Sail University

GPA: 3.9

Bachelor of Science in Communication

Ohio University, School of Media Arts and Studies

Major: Games and Animation

Corollary: Computer Science

SKILLS

Programming: C#, C++, C,
Fundamental: TypeScript, Java

Web: HTML/5, CSS/3,
JavaScript/Jquery, PHP,
Bootstrap 4, SQL, JSON, Drupal,
Wordpress

Project Management:
Agile/Scrum methodology, Git,
Subversion, Microsoft Office,
Project, Visio

Imaging: Photoshop, After
Effects, InDesign, Autodesk
Maya

Design: Game, Web, Publication,
User Experience/Interface

Engines: Unity 3D/2D, Creation
Kit, basic Unreal Engine 4, RPG
Maker

Languages: Advanced English,
intermediate Spanish,
conversational Japanese

EXPERIENCE

Front-End Web Developer

12/2019 – 05/2020

Case Western Reserve University

- Created, managed and maintained client websites using Drupal 8, HTML5, JavaScript, SASS, etc.
- Ensured all websites remained accessible in accordance with WCAG standards
- Wrote custom applications and tools to streamline productivity via C#/.NET and BASH
- Managed project repositories via GitHub, Acquia Cloud and terminal (UNIX) commands
- Worked within an AGILE-based, team-oriented environment

Technical Designer / Unity Developer

5/2019 – present

Razor Edge Games

Unannounced AAA 2019 Title (Project)

- Assist with performance optimizations
- Implement and optimize user interface
- Analyze existing code and Unity project for performance upgrades, making adjustments accordingly
- Adjust existing C# code and logistics to ensure a quality product
- Perform user interface implementation and programming
- Perform general tweaks, additions and revisions
- Work with a variety of departments in areas relating to coding, user experience and UI development
- Translate development information between different departments

Production Design Intern / Student Producer

7/2017 – 3/2018

Full Sail University

- Playtested and assisted with bachelor students' Unity/Unreal builds
- Delivered feedback on builds from a technical and creative standpoint
- Managed and assisted online Bachelor student teams
 - Fostered communication among team members
 - Facilitated incorporation and usage of Agile development methodology
 - Provided technical/creative guidance in game design and development
 - Practiced timely conflict management and resolution via empathy and critical thinking