

# OLIVIA HERNANDEZ

## Game Developer

Los Angeles, CA  
oliviahernandez@example.com  
(555) 456-7890

Game developer specializing in 3D graphics and  
gameplay mechanics

Creative game developer with four years of  
experience in game design, physics  
programming, and interactive storytelling.  
Proficient in Unity, Unreal Engine, and C++.

## PROFESSIONAL EXPERIENCE

### GAME DEVELOPER

PixelPlay Studios, Los Angeles, CA | August 2021 - Present

- Developed core gameplay mechanics, improving player engagement by 30%
- Optimized graphics rendering, increasing frame rates by 40% on low-end devices
- Implement AI behaviors for Non-Player Characters (NPCs), enhancing game realism

### JUNIOR GAME PROGRAMMER

Indie Game Lab, Los Angeles, CA | June 2019 - June 2021

- Designed and coded combat mechanics for a multiplayer RPG
- Assisted in developing shaders and rendering pipelines for 3D assets
- Conducted playtesting sessions, identifying and resolving bugs

## EDUCATION

### BACHELOR OF SCIENCE IN COMPUTER SCIENCE

University of Southern California, May 2019

## KEY SKILLS

- Game physics and AI programming
- Unity and Unreal Engine development
- 3D rendering and animation
- Multiplayer and networking solutions
- Agile development workflows