



# FLYNN GREEN

## Contact



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## Education

**Advanced Diploma**  
Game Development

Algonquin College  
2019 - 2022

## Skills

Interpersonal Skills  
Teamwork  
Adaptability  
Programming  
(Java, C++, C#,  
Python)  
Writing  
3D Modelling (3DS  
Max, Blender)  
Office Suites

## Profile

Game development generalist with a specialization in writing and design. Possesses excellent teamwork and communications skills, as well as a keen eye for detail. Served as team's official Design Contact in the Capstone project for the final year of Algonquin College's Game Development program. Had a high school co-op with Game Pill as a Student Game Developer.

## Experience

### *Pet Valu*

09/2020 - Present

#### **Keyholder**

- Contributed to client retention by consistently providing outstanding customer service to both clients and pets.
- Monitored sales floor and merchandise displays for presentable condition, taking corrective action such as restocking or reorganizing products.
- Offered each customer top-notch, personal service and polite support to boost sales and customer satisfaction.
- Generated brand awareness to increase sales.

### *Game Pill Inc.*

08/2017 - 01/2018

#### **Student Game Developer**

- Used debugging techniques to identify issues with computer code and resolve errors.
- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.
- Designed unique and eye-catching games by meticulously creating graphics, audio, and visual elements.
- Assisted with development of Mech League Hunting.

## Portfolio

fgvgportfolio.wordpress.com