

Shelby Kirn

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My goal is to continuously use and improve my knowledge and abilities to create new, innovative video games. Last Updated 5/7/17.

EDUCATION

ST. NORBERT COLLEGE
De Pere, WI
Expected graduation
May 2017

Computer Science Candidate

- Trustee Distinguished Scholarship, 8 semesters
- Deans List, 4 semesters
- Completed courses in C, C#, C++, and Java

UNIVERSITY OF KEELE
Keele, Staffordshire

Digital Computing

- Completed courses in 3D modeling using Blender
- Completed courses in animation using Java

ADDITIONAL SKILLS

- C++: Created applications including a digital slot machine, a matching game, and a side-scrolling game that kept track of scores.
- C#: Experience creating Windows Forms and applications.
- C: Produced multiple C programs, dealing with signals, semaphores, and command line arguments.
- Java: Constructed an Android application that used pedometers and the GPS to collect health statistics, and quantify those statistics into a game.
- Processing: Built a side-scrolling game that depended on animated sprites and 2D collision detection.
- 3D Modeling: Experience with Blender and Maya.

WORK EXPERIENCE

THE HOME DEPOT
Green Bay, WI

Cashier

May 2014 – Present

- Assist customers by providing information and resolving their complaints.
- Answer customers' questions, and provide information on procedures or policies.

GAMESTOP
Delafield, WI

Game Advisor

Oct 2012 – Jan 2013

- Provided knowledge on a wide variety of video games to customers
- Recommended games to customers based on similarities in preferences, with respect to age