

Ian Monahan
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Education **B.S., Computer Game Design**
University of California, Santa Cruz
Anticipated Graduation: Fall 2021

Related Coursework

Advanced Programming	Game Systems
Algorithms and Abstract Data Types	User Experience
Computer Systems & Assembly Language	Video Games as Visual Culture
Foundations of Game Design	Visual Communication & Interaction Design

Computer Skills

Operating Systems: OSX, Windows, UNIX
Languages: C, C++, Java, Javascript, LUA, HTML, CSS
 Familiar with: Objective C, C#
Applications: Microsoft Windows, Excel, Unity, Unreal

Relevant Experience

Counselor, Lavner Camp Tech Revolution at UCLA - Summer 2018

- Taught a variety of courses to campers ages 7-10 including Next Generation Minecraft, Digital Movie Making for YouTube, and Spy Tech Minecraft
- Taught campers ages 11-14 Virtual Reality Game Design and Game Design RPG Games
- Worked in collaboration with the head counselor to set up engaging learning environments for campers

Counselor, PlanetBravo Techno-tainment Camp, Burbank, CA - Summer 2017

- Taught Java programming and game modding to groups up to 12 middle school kids using deep technical knowledge
- Modeled creative problem-solving, with humor and low-key, respectful approach working with students

Paid Intern, Digital Rebellion LLC, Los Angeles, CA - Summer 2016

A developer of software and services aimed at post-production customers in the entertainment industry

- Ported an existing iOS app from Objective C to Apache Cordova
- Rewrote an existing iPad app using HTML5 technologies
- See product at <https://www.digitalrebellion.com/cutnotes/>

Intern & Counselor-in-Training, PlanetBravo Techno-tainment Camp - Summer 2014 & 2015

- Helped teach Java programming and game modding to middle school kids
- Received ongoing training to promote from unpaid intern to counselor

Personal Interests

Magic the Gathering and other card-based strategy games, digital photography, anime, and ramen

Final Notes Enjoy teaching, solving problems, and collaboration