Gabriel Stefanec

Computer Programmer

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About Me

Highly motivated and versatile Programmer with a passion for game development and a strong foundation in various programming languages and software suites. 5+ years of experience in C# development, including experience with Unity, .NET frameworks, and building user-friendly interfaces. Proven ability to troubleshoot, debug, and deliver high-quality projects on time and within budget. Additional expertise in C, C++, Java, JavaScript, HTML, CSS, PHP, SQL, and Python, along with a keen interest in Object-Oriented Programming (OOP) principles.

Game Development Skills:

- Proficient in Unity and Unreal Engine for creating engaging and interactive experiences.
- Experience with 3D modeling using Blender.
- Strong understanding of game design principles for bringing creative visions to life.

Additional Software Skills:

- Proficient in the entire Adobe Creative Cloud Suite for graphic design and creative tasks.
- Expert in Microsoft Office Suite for efficient collaboration and communication.

Professional Experience

Best Buy, In-Store IT Specialist (5 years), Wilkes-Barre, Pennsylvania, United States

September 2018 - Present

- Maintained and repaired a variety of in-store technology, including digital signage, point-of-sale systems, and other AV equipment.
- Performed troubleshooting and diagnostics to identify and resolve technical issues with displays.
- Ensured smooth operation of technology to enhance the customer experience within the store environment.
- Demonstrated strong problem-solving skills by implementing effective repairs and optimizing technology performance.

Education

Certification in Programming in Computer Programming/Programmer, January 2020 - December 2022

Luzerne County Community College at Luzerne County, Pa

Mastered core coding principles, syntax, data structures, and algorithms. Gained practical experience in applying these concepts to solve programming problems. Equipped for developer roles and eager to leverage this foundation in a fast-paced development environment.

Level 1 Degree in Game Development July 2023 - August 2023
Indie Game Academy

Acquired expertise in game design principles, development workflows, scripting languages (e.g., C#), and game engine utilization (e.g., Unity). Prepared to contribute to a development team and bring game concepts to life.

Key Skills

- **Programming**
- **C**
- **C#**
- **C++**
- **Java**
- **JavaScript**
- **HTML**
- **CSS**
- **PHP**
- **SQL**
- **Python**
- **OOP**
- **Game Development**
- **Unity**
- **Unreal**
- **Blender**
- **Creative Cloud Suite**
- **Microsoft Office Suite**

Certifications

Certification in Programming acquired from Luzerne County Community College