AMANDA V BONILLA

(770)778-9752
contact.ghostkeno@gmail.com
LinkedIn

Work Experience

Ferry GodMother Productions   **2021 - Present**
Programmer for Video Game Development

3D VR Game - **Project FGMVR**
- Created in Unity.
- Creates code with UdonGraph.
- Implements code to work both on PC and VR controls.
- Understands how VR Worlds are uploaded and maintained on Unity and VR Creator Companion App.
- Performs Quality Assurance on prefabs, assets, and frame rate.
- Attentive of Quest or PC compatible versions of builds to keep within polygon and asset limitations.
- Manages multiple separate repositories on GitHub.

2D Game - Project LA
- Created in Unity.
- Provides artistic feedback on character, background, and audio designs.
- Provides technical support to programmers with debugging logs, updates on Unity tools, and debugging.
- Uses JIRA software to track projects and schedules.
- Hosts weekly meetings with the development team to discuss and resolve deadlines, technical and administrative issues, as well as gathering client feedback towards product(s).
- Manages multiple separate repositories on GitHub.

Code Ninjas 2020 - 2023
Lead Instructor
- Worked along the Gwinnett County school system to create and teach a yearlong Video Game Development curriculum.
- Worked alongside Cisco and created a school yearlong Game Dev curriculum on an international level.
- Lead the VR development talk with Cisco at a Girls Summit to teach them how VR games are created.
- Hosted a panel at Georgia Gwinnett College for people interested in STEM.
- Hosted a panel to introduce newcomers to how to develop works in Unity with documentation.
- Created a curriculum for Unity for advanced students.
- Created documents of the programs and tools used in the classroom for organization.
- Created documents for presentations and hosted live coding events with various organizations and programs.

Projects

Global Game Jam - Waverista
Created the idea of game and directed the process.
Created 3D assets in Autodesk Maya.
Developed in Unity.
Barista worker in VR where player must match coffee orders to respective customer with hand signs.
Where to see: https://v3.globalgamejam.org/2017/games/waverista

Quietus
Created 3D assets in Autodesk Maya.
Developed in Unity.
Horror Escape Room in VR. Player must escape a prison while the warden plays with mentally plays with them. Has multiple endings, depending on the actions of the player.

Education

Georgia Gwinnett College Lawrenceville, Georgia   **Expected Graduation in 2026**
Bachelor of Science in Integrative Studies

Collin College Spring Creek, Plano Texas   **2017**
AAS Animation and Game Art

Skills

Leadership
Providing feedback and direction
Roadmap Development
Organization
Communication
Time Managment

Software
Microsoft Office
Google Docs
Google Sheets
Google Calendar
JIRA
Asana

Languages
English
Spanish

Software Languages
JavaScript
C#
UdonGraph