Armando Harris

Game Designer / Programmer

www.armandoharrisportfolio.com
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Skills

- Scripting languages (C#, C++, Java, GD Script)
- Game Engines (Unity, Unreal, Godot, Android Studio)
- Probability and Statistical Analysis
- Agile Project Management
- Prototyping/ Mockups
- Storyboarding, creative writing
- Design Documents (LDD, GRATIS, Usability Report, Build Notes)

Awards/ Accomplishments

- Completed capstone project in Mobile Gaming Master's degree program.
- Full development of Scream Launch using mobile-specific mechanics
- Full implementation of 3x3 Slot Reel game feature
- Completed capstone project in Game Design Bachelor's degree program.

Experience

Precision-Hayes International - (Quality Manager) - April 2012 - Feb 2017

- Manage, facilitate or participate in Lean Six Sigma projects
- Record and Respond to Customer Complaints with Root Cause Analysis (A3 or 8D)
- Update Quality metrics, and coordinate actions to reduce variation and defects
- Standardize Quality Control inspection procedures and develop gauge plan
- Maintain all Quality records and audit internal compliance

Game Stop (Assistant Store Manager) - Nov 2010 - April 2012

Education

- Masters in Mobile Gaming at Full Sail University - graduation June 2021
- Bachelors in Game Design at Full Sail University - graduated Feb 2019
- Lean Six Sigma Green Belt Certification at University of Houston - 2017