

Ammar Deno

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Objective:

Passionate and Experienced Computer Science student with over six years of programming experience in Python, Java, C++, and Lua (Primarily), seeking a Software Development Internship at Roblox. I plan to leverage my skills in game development and problem-solving to contribute to projects and gain valuable industry experience.

Education:

Wayne State University

Bachelor of Science in Computer Science

3.0 GPA

Expected Graduation: 2027

- Relevant Coursework:
- Software Engineering,
- Engineering,
- Game Development,
- Communications,
- Technical Communications

Soft Skills:

- **Communication skills during meetings and peer review**
- **Time Organized**
- **Flexible** to last-minute changes.

Technical Skills:

- **Programming Languages:** Python, Java, C++, **Lua**
- **Software Development:** Game Development, Multiple code editor experience, Debugging and Troubleshooting
- **Tools & Technologies:** PyCharm, Visual Studio, Git, Visual Studio Code, Roblox Studio

Experience:

Lead Programmer

Personal Projects

2022 – Present

- Spearheaded the development of several video games, dedicating over 8 hours daily to coding, debugging, and feature implementation.
- Led a team of programmers in problem-solving and feature creation, ensuring high-quality deliverables.
- Utilized Lua extensively to develop game features and mechanics in Roblox Studio.

Professional Development:

- **Goal:** Achieve proficiency in C++ by December 31, 2024, through advanced projects, coding challenges, and assessments.
- **Goal:** Improve time management skills within 6 months using digital calendar apps and setting daily reminders.