

# Everette Webber

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## SUMMARY

Computer Programmer with 6+ years of self-taught experience in coding and system development. Proficient in C, C++, C #, Lua, Ruby, HLSL, Python, Java, and SQL, with a well-rounded foundation in both Linux and Windows environments.

## PROJECTS

### [Game Jams](#)

2020 - Present

#### *Mini-Game Series*

- Developed and released 19 unique games in game jams, showcasing rapid prototyping and creativity under tight deadlines.
- Applied diverse skills, including project design, coding (C#, AI, algorithms), and art creation, to deliver polished and engaging gameplay experiences.
- Promoted games effectively through marketing efforts, enhancing player engagement and visibility for each project.
- Collaborated with diverse teams of varying sizes—between 1 to 8 members

### [Cube a PICO-8 Game](#)

2022

#### *Adventure Game*

- Created a compact 32kb adventure game for PICO-8, learned Lua for this project
- Generated 900+ downloads and plays
- Released the game to the public and got it included in a bundle for charity

### [Kart City Racing](#)

2024

#### *Kart Racing Game*

- Designed and developed a 3D open-world kart racing game for a senior capstone project
- Built a custom UI widget management system for faster UX iteration.
- Implemented custom shaders and advanced game mechanics to enhance visuals and gameplay

### [MafiaPuffle](#)

2022 - 2023

#### *Android App*

- Built and coded an Android app to manage a 30+ role Werewolf game with a complex state machine
- Worked as the lead programmer of a small man team.
- Delivered a polished UI and intuitive gameplay management system for the client
- Communicated directly with stakeholders to create design that met all requirements

### [FTP Server](#)

2024

#### *Python*

- Designed and implemented an FTP server and client using Python's low-level socket library
- Developed a custom protocol and documentation for seamless data transfer
- Tested and refined the product to work with large files (.mp3, and .fbx,)

### [WipEout Fan Film](#)

2024

#### *3D Short Movie*

- Directed a short 3D movie as a creative project and final assignment for a computer graphics class
- Recruited and collaborated with a team of friends to provide voice acting for all characters-
- Designed, modeled, and rendered all 3D scenes using Blender
- Edited and compiled the final video, delivering a polished and cohesive narrative

## WORK AND VOLUNTEER EXPERIENCE

### [Elong Incorporated](#)

Brea, CA

#### *Facility and Logistics Assistant*

February- 2022– Present

- Coordinated supplier and retail logistics for private label products, ensuring on-time delivery.

- Partnered with managers to establish smooth operational workflows.
- Streamlined operational efficiency and increased throughput by 50%.

#### **Renew Church**

*Live Audio Engineer*

**Brea, CA**

*August 2020 – Present*

- Managed audio equipment to produce high-quality sound for live events.
- Designed and implemented an audio pipeline for large events totaling 500+ attendees.
- Sound Mixed for 10+ artists at once to improve the experience in real time.

#### **Royal Family Kids Camp**

*Foster Care Camp Videographer*

**Orange, CA**

*Summer 2023 and Summer 2024*

- Produced and edited 13+ daily 15-minute recap videos, capturing memorable moments to enhance the foster kids' summer camp experience.
- Navigated fast-paced, changing dynamic environments to capture candid moments and tell genuine stories.

### **EDUCATION**

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**California State University, Fullerton**

**Fullerton, CA**

*Bachelor of Science in Computer Science*

Organizations: California State University, Fullerton Game Development Club

### **SKILLS**

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- **Programming Languages:** Lua, C#, C++, Python, Java, SQL, HLSL, Bash, PowerShell
- **Game Engines:** Unity, Unreal Engine 5, PICO-8
- **Technical Skills:** Shader Programming, Finite State Machines, CICD, Design Patterns
- **Software & Tools:** Git, Blender, Android Studio