

Everette Webber

Orange County, CA | [Website](#) | [LinkedIn](#) | 661-673-6458 | everette.d.webber@gmail.com | [GitHub](#)

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

California State University, Fullerton

Fullerton, CA

Bachelor of Science in Computer Science

Organizations: California State University, Fullerton Game Development Club

SKILLS

- **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