

Antranic Honanian

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Los Angeles, California

SUMMARY

Dedicated and passionate computer science graduate with a strong enthusiasm for game development, particularly utilizing the Unity Engine. Equipped with a solid foundation in computer science principles and programming, I am driven to apply my technical expertise and creative mindset to contribute to the dynamic and ever-evolving field of game development. My dedication to creating immersive and engaging experiences, combined with a strong ability to collaborate with multidisciplinary teams, makes me an ideal candidate for roles in the game development industry.

EDUCATION

California State University, Northridge | B.S. in Computer Science

April 2020 - May 2023

Relevant courses: Algorithm Design, SR Design Project, Graphic System/Design, Human-Computer Interaction, Graphical User Interface, Operating Systems, Advance Data Structures

SKILLS

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|-------------------------|---------------------|
| • Game Engine: | Unity |
| • Programming Language: | C# |
| • IDE: | Visual Studio |
| • Version Control: | Github, Plastic SCM |
| • Project Management: | Trello, Jira |

PROJECTS

Zombie Shooter - Personal Project(PC)

Jan 2023-May 2023

- Designed and developed a 3D zombie shooter game featuring a weapon switch system, enemy AI, and a wave spawner mechanism.
- Utilized ProBuilder's intuitive tools to construct and shape 3D models directly within the Unity Editor, streamlining the environment creation process.

HeroEscape/Unstoppable Swords - Class Project(MOBILE)

Jan 2022-May 2022

- Designed and developed a 2D side scrolling platformer game with a unique player switch option.
- Implemented an in-game purchasable shop system, offering players a variety of power-ups and customization options.
- Successfully published the game for mobile(android).

Fighting Genre Game - Personal Project(PC)

Dec 2020-June 2021

- Created a 3D fighting game inspired by Fight Club, incorporating features like enemy AI and a combo attack system.
- Leveraged animation events to ensure precise damage calculations between the player and enemy game objects, enhancing the overall immersion and creating a more responsive combat experience.

Top Down Action Game - Personal Project(PC)

Feb 2020-Jun 2020

- Designed and developed a 2D top down shooter game featuring a wave spawner system, pick-up mechanics for health and weapons, and a challenging boss system.
- Implemented state machine behavior to create a dynamic enemy AI and player interactions.