

ELLIE MACDONALD

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PROFESSIONAL SUMMARY

Versatile programmer specializing in creative solutions to difficult programming challenges. Experienced in game development, education, and working in team environments, with a proven track record of delivering quality projects through planning and comprehensive documentation.

SKILLS

Code Optimization • Object-Oriented Programming • C++ • C# • Java • Python • Lua • Scrum Management • Team-Centered Development • Unity Game Engine • Version Control (Git)

EXPERIENCE

Lead Programmer | Dine and Duel, Hamden, CT

June 2025 - Present

- Combined gameplay genres into a singular experience through advanced scripting techniques
- Collaborated in agile sprints to develop a publishable game

Programming Teacher | The Coder School, Cheshire, CT

August 2023 - Present

- Designed and delivered project based curricula for hundreds of students aged 8-17
- Utilized diverse programming languages (Python, Java, C++, Lua) to teach fundamental coding concepts across various platforms
- Led classroom environments and communicated technical concepts to students and parents
- Adapted teaching methods to accommodate different learning styles and skill levels

EDUCATION

Bachelor of Science in Game Design and Development

Bachelor of Arts in Computer Science

Quinnipiac University, Hamden, CT