John Sonner III

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Software Portfolio: https://www.hyperiondev.com/portfolio/457219/

TECHNICAL SKILLS

Languages/Tools: C#, Python, C++, JavaScript,Unity, Git/GitHub, VS Code

Core Concepts: OOP, Data Structures, Algorithms, Modular Architecture, Debugging, API Integration

EDUCATION

University of Baltimore — B.S. Simulation & Game Design | Magna Cum Laude | Helen P. Denit Honors Program | May 2025

HyperionDev Cybersecurity Bootcamp — Cybersecurity Fundamentals Certification | December 2025

PROFESSIONAL EXPERIENCE

Disney – Attractions Cast Member

2026–Present

Operate safety-critical attraction systems in high-volume environments while maintaining procedural compliance and guest safety.

Chick-Fil-A – Front of House / Delivery Associate

2023–2025

Managed high-throughput order workflows under strict time constraints while coordinating across team members.

SOFTWARE ENGINEERING PROJECTS

Iron Echoes: Zenith's Rising (Unity, C#)

UI Director & Lead Programmer | 2024–2025

- Architected a modular UI system in Unity using object-oriented design principles, structuring HUD and menu components for reuse and extension without refactoring core systems, which reduced iteration time during late-stage development.
- Built the full gameplay interface layer and collaborated on a persistent cross-scene inventory system using structured state management, ensuring reliable data continuity between scenes and

synchronized interaction with the player state machine.

- Refactored tightly coupled scripts to improve separation of concerns and maintainability while coordinating Git workflows across a multi-developer capstone team to maintain stable milestone builds.

Call of Quack (Unity, C#)

Programmer | 2024

- Designed a custom finite state machine to centralize player movement, health states, and environmental interactions, replacing scattered conditional logic with structured behavior control.
- Developed the player controller and terrain interaction systems with responsive input handling and reliable collision management, improving gameplay consistency and reducing physics-related edge cases discovered during testing.
- Implemented scalable UI elements and contributed to projectile and AI behavior systems, ensuring that combat interactions remained synchronized with player state transitions.

Lazy Knights (Godot, GDScript/Python)

Programmer | 2023

- Implemented multiplayer movement and network synchronization logic to support real-time multi-user gameplay while maintaining accurate positional updates across clients.
- Resolved input authority conflicts by isolating controller mappings and separating client-controlled objects, eliminating unintended shared movement.
- Diagnosed and reduced desynchronization issues related to object authority and state propagation during testing.

Python Cyberpunk Game (Python)

Developer | 2022

- Built a modular text-based adventure engine using structured functions and separated gameplay systems to maintain clarity and scalability.
- Designed a probabilistic encounter algorithm to dynamically determine event outcomes, introducing replayability and non-deterministic gameplay flow.
- Implemented inventory and shop mechanics using dictionary- and list-based data models to track persistent game state and manage transactional logic.