

John Sonner III

443-608-3358 | johnsonner37@gmail.com |

Portfolios: Game Design - www.johnsonneriii.com

Cybersecurity/Software Engineering - <https://www.hyperiondev.com/portfolio/457219/>

Baltimore, MD | Willing to relocate or work remotely

Technical Skills

Languages: C# (5 yrs), Python (2 yrs), C++ (1 yr), GDScript (1 yr), JavaScript (1 yr)

Tools & Platforms: Unity (4 yrs), Godot (1 yr), Blender (3 yrs), Meshroom (1 yr), GitHub (5 yrs)

Core Strengths: Software Design, Algorithm Development, UI Programming, Prototyping, Data Handling, Collaborative Development, Teamwork, Great Listener

Methodologies: Agile Development, Iterative Prototyping, Requirements Analysis, Quality Assurance

Relevant Disney Internship Skills: API design, system complexity management, problem solving, version control, documentation

Education

University of Baltimore – B.S. Simulation & Game Design

Helen P. Denit Honors Program • Graduated May 2025

- Magna Cum Laude
- National Society of Leadership and Success

HyperionDev Cybersecurity Bootcamp – Certified in Cybersecurity Basics

Graduated December 2025

Chesapeake Science Point High School – High School Diploma

- National Honor Society

Professional Experience

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

2023 – 2025

- Manage timely orders and ensure accurate delivery.
- Deliver excellent customer service in a high-volume environment.
- Build communication and team collaboration skills.

Amazon – Warehouse Associate

2021 – 2023

- Managed inventory and optimized package processing.
- Demonstrated teamwork under high-pressure, time-sensitive conditions.
- Applied efficient systems organization to improve workflows.

Food Lion, Mountain Road – Produce Associate

2021

- Ensured proper stocking and maintenance of fresh produce.
- Operated within strict quality and safety standards.

Software Projects

College Development Projects

Iron Echos: Zenith's Rising — *Unity*

UI Director & Programmer | Fall 2024 – Spring 2025

- Designed and implemented interactive system components in C#.
- Integrated UI modules into the gameplay framework to meet design requirements.
- Collaborated with cross-functional teams for testing and deployment.

Call of Quack — *Unity*

Programmer & Level Designer | Spring 2024

- Developed gameplay logic and interactive systems.
- Created modular UI elements for reusability and maintainability.

They Can See Me — *Unity*

Creative Director & Programmer | Spring 2023

- Engineered AI behaviors and real-time input systems.
- Conducted iterative improvements to eliminate bugs and optimize performance.

Unnamed Cyberpunk Python Game — *Python*

Programmer & Designer | Fall 2022

- Built core input systems and defined “win” logic.
- Created a numerical shop system with item sorting and probability-based encounters.
