

## John Sonner III

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Portfolios: Game Design - [www.johnsonneriii.com](http://www.johnsonneriii.com)

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

Baltimore, MD | Willing to relocate or work remotely

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## 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

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## 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
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## 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.
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## 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.
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