John Sonner III

Software Engineer | Game Designer

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PROFESSIONAL SUMMARY

Recent Simulation & Game Design graduate with experience in software development, gameplay systems, and data-driven applications. Proficient in Python, C#, C++, JavaScript, and SQL, with a focus on building scalable systems and interactive experiences. Combines technical problem-solving with creative design to develop efficient, engaging solutions in collaborative environments.

TECHNICAL SKILLS

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

Soft Skills: Creativity, Collaboration, Logic, Adaptability, Problem Solving, Flexibility

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

- Designed a modular UI system in Unity using OOP, enabling reusable HUD and menu components and reducing late-stage iteration time.
- Built the gameplay interface layer and contributed to a cross-scene inventory system using structured state management, ensuring reliable data persistence and synchronization with player systems.
- Refactored tightly coupled scripts to improve maintainability and separation of concerns while coordinating Git workflows to support stable team builds.

Capstone Project - Databases (Python, SQLite)

Programmer | 2025

- Designed and implemented a relational database using SQLite and Python, creating normalized tables and relationships to ensure data integrity and scalability.
- Built a CLI-based CRUD system with input validation, enabling dynamic record management while preventing invalid data entry.
- Refactored database logic into modular components, improving maintainability, readability, and future extensibility.

Inventory Management System (Python, File I/O)

Programmer | 2025

- Designed and implemented a command-line inventory management system using object-oriented programming, modeling products as structured objects with associated cost, quantity, and metadata.
- Implemented inventory analytics features such as automated restocking detection, product search, and value calculations, improving usability and decision-making for inventory tracking.
- Engineered input validation and error handling to ensure data integrity, including handling malformed records and preventing duplicate product entries.

SQL Injection Prevention & Secure Database Authentication (Python, SQLite)

Programmer | 2025

- Developed vulnerable database applications to demonstrate SQL Injection attacks, including authentication bypass and unauthorized data access using crafted SQL payloads.
- Refactored insecure SQL queries to use parameterized statements and prepared queries, eliminating injection vulnerabilities while preserving application functionality.
- Implemented secure authentication workflows and input validation practices, reinforcing defensive coding techniques and secure database access principles.