

SKY BEAL

GAME DEVELOPER | GAMEPLAY PROGRAMMER

217-801-6990 | skybealcreative@gmail.com | linkedin.com/in/sky-beal | linktr.ee/skybeal

EXPERIENCES:

Programmer, *Future Clinicians O.R. Care*, OSF, Peoria, IL; October 2025 - present

- Architected base gameplay systems
- Worked with scriptable objects, node based systems, and inheritance
- Designed minigame prototypes through Figma

Programmer, *Geist Heist* for Bradley Capstone, Peoria, IL; August 2025 - present

- Constructed base system for possession gameplay mechanics
- Implemented various VFX systems and visuals
- Assembled and programmed ending sequence alongside the Art team

Code Sensei, Code Ninjas, Peoria, IL; May 2025 - present

- Organized summer camp lesson plans as the Lead Sensei
- Taught kids ages 5-14 about game design topics through block coding
- Solved logic issues within students' code

Programmer, *Midwest Goodbye*, Nonstick Studios, Online; May 2025 - present

- Worked on a team of 18 to create an indie game project published on Itch.io
- Scripted collision and interaction mechanics
- Developed save data systems through JSON files
- Showcased project at GDC in the Indie Alley

Programming Lead, *Knock-A-Gnome* for FUSE Showcase, Peoria, IL; January - April 2025

- Oversaw Github merge requests and code reviews
- Managed a team of 4 and assigned tasks in line with the project roadmap
- Utilized both VR and Roto Chair software to create a FUSE experience in 3D

SKILLS:

- Programming Languages: C#, C++, Java, Unreal Blueprints
- Development Softwares: Unity, Unreal Engine, Visual Studio, Adobe Creative Cloud
- Project Management Software: Github, Jira, Asana, ClickUp, Freedcamp, Microsoft 365

INVOLVEMENT & HONORS:

- Recipient, Academic Excellence in Game Design Lower Division, Peoria, IL; April 2024
- 8 Time Recipient, Bradley University Dean's List, Peoria, IL; August 2022 - May 2026
- Graphic Designer, Barbeque Kitten Improv Troupe, Peoria, IL; January 2024 - present

EDUCATION:

Bradley University, Peoria, IL; Expected Graduation May 2026

Bachelor of Science in Interactive Media Game Design

Minors in Fine Arts and Computer Game Technology

Overall GPA 4.0/4.0; Major GPA 4.0/4.0