

# Isabelle "Mint" Gould

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I'm looking for a role in the **Game Industry** in the **Greater Seattle Area**. I have **5 years of experience** in various software development disciplines, and I'm aiming to utilize my wide variety of skills as a **Game Developer**.

## Gaming Projects

- Magic: The Gathering Arena
- The Gatherer
- Halo Infinite
- Battle Recruits

## Skills

- C#
- Unity3D
- SQL and MySQL
- API development
- ASP.Net
- JavaScript and jQuery
- CSS
- Jenkins
- PowerShell
- Azure

## Employment History

Software Engineer October 2018 - February 2019  
*343 Industries*

- Automated *Halo Infinite* organizational tasks through PowerShell
- Created tools for developers to analyze builds

Associate SDET September 2017 - October 2018  
*Wizards of the Coast*

- Developed API testing framework for *Arena*, run nightly on Jenkins
- Worked with player experiences teams to generate large scale behavioral reports, which was used to adjust bot drafting behavior and find faults in booster collation

Software Web Developer June 2017 - September 2017  
*Wizards of the Coast*

- Maintained *The Gatherer* card database
- Refactored legacy HTML and CSS, and optimized search query logic

Junior C# Developer October 2016 - June 2017  
*Microsoft*

- Owned *Educator Portal* front end and data maintenance, during which I automated most of the slow manual data entry processes
- Provided code reviews and troubleshooting for internal Azure billing APIs

Associate Software Developer December 2014 - April 2016  
*Bulletin Intelligence*

- Created modular, user customizable UI Widgets for client facing websites
- Utilized internal API to make more convenient UI features for internal analysts

Junior Software Developer October 2013 - August 2014  
*Gimblesoft*

- Published *Battle Recruits* Unity game on mobile and desktop