Shariah Allen

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EDUCATION

Pace University New York, NY

Master of Science in Computer Science *Expected May 2026*

Jacksonville University Jacksonville, FL

Bachelor of Science in Computer Science, English Minor *Aug 2019 – April 2024*

Honors & Awards: 4x Presidential Scholar, 3x Dean's List, 2nd Place Team in 1st Annual JU x CSX Hackathon

TECHNICAL SKILLS

Languages: C*, C++, C#, Python, Java, Bash, HTML, CSS, JavaScript, SQL, MySQL, PostgreSQL, NoSQL, Go

Frameworks: ASP.NET Core, Flask, Bootstrap, Electron, React

Technologies: Microsoft SQL Server, Azure, Unity, Unreal Engine, Blender, MongoDB, Siemens NX, JMARS

EXPERIENCE

Ominous Entertainment *Aug 2025 – Present*

Founder & Lead Developer *Remote, US*

- Founded an independent game studio focused on developing immersive, story-driven horror games
- Designed and implemented AI-driven gameplay systems using Unity (C#), behavior trees, state machines, and event-driven architecture
- Built multiplayer and single-player mechanics including enemy AI, decision-based gameplay, and loop-based progression systems

NASA L'SPACE Mission Concept Academy *Sept 2025 – Dec 2025*

Participant – Team Role: Planetary Geologist *Remote, US*

- Virtual NASA workforce preparation academy dedicated to teaching skills in NASA mission planning and design.
- Utilized JMARS for Martian landing site selection and collecting site data for mission planning
- Researched Martian geology and optimal instrumentation (e.g., SHERLOC, REMS, Navcam)

NASA L'SPACE Proposal Writing and Evaluation Experience Academy *Jan 2025 – Apr 2025*

Participant – Team Role: Principal Investigator *Remote, US*

- Virtual NASA workforce preparation academy dedicated to teaching skills in writing and evaluating professional technical proposals.
- Led a 10-member team to develop a novel NASA-selected technology and co-authored a formal technical proposal.
- Chaired a review panel as Primary Reviewer, scoring real NASA proposals and delivering rubric-based feedback.

PROJECTS

REDACTED | *C#, Unity, Blender, Game Design, Git/GitHub*

- Currently developing a 3D cosmic horror game in Unity that uses environmental storytelling and AI behavior trees to curate an immersive gameplay experience

Railway Obstacle Detection – Hackathon Project | *Python, Flask, Raspberry Pi, System Design*

- Developed a Raspberry Pi-based system to detect railway blockages using an ultrasonic sensor camera, and LED alerts to reduce train accident fatalities.
- Programmed real-time sensor integration and signal response logic in Python; build a responsive Flask-based UI to display sensor data to end users.

Full-Stack Youth Profile Management App | *C#, ASP.NET Core, Azure DevOps, Git, SQL Server, Bootstrap*

- Designed backend logic and data schema using ASP.NET Core and Microsoft SQL Server for a multi-user system.
- Managed database interactions, optimized query performance, and ensured API responses were reliable and scalable.