

# Brett Schumacher

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## EDUCATION

### Bachelor of Science in Computer Science

Expected May 2023

*College of Science and Engineering, University of Minnesota-Twin Cities Minneapolis, MN*

GPA: 4.0 – University Honors Program

*Relevant Completed Coursework:* Alg. & Data Structures, Animation & Planning in Games,

Fundamentals of Computer Graphics, Applied Linear Algebra

*Fall 2022 Relevant Coursework:* Programming Graphics and Games, VR and 3D Interaction, Intro to AI

*Spring 2023 Relevant Coursework:* Fundamentals of Game Design

## WORK / RESEARCH EXPERIENCE

### Software Development Internship, Epic Healthcare Systems

Summer 2022

As a part of the Clinical Case Management (CCM) Team

- Designed an interactive page for end users
- Developed in React (frontend), C# (backend), and Jest (testing)
- Frequently presented designs and demos to my team and other stakeholders

### Undergraduate Teaching Assistant, UMN

Spring 2022 - Present

For *Intro to Alg and Data Structures* (Spring 2022) and *Intro to Software Development* (Fall 2022)

- Support student learning in labs and office hours
- Grade projects and exams while providing feedback to the students

### Undergraduate Research Opportunity Program (UROP), UMN

Summer 2021

Under guidance of Professor Evan Suma Rosenberg

- Developed a dynamic framework for the creation of Virtual Reality environments, allowing them to rescale automatically to fit a user's physical space
- Submitted a poster showcasing framework to the UMN Digital Conservatory
  - <https://conservancy.umn.edu/handle/11299/223271>

*For a list of other projects that I've worked on, go to: [https://brettschumacher.github.io/Portfolio/1\\_projects.html](https://brettschumacher.github.io/Portfolio/1_projects.html)*

## HONORS/AWARDS

UMN Gold Scholar

2019 – Present

Industrial Affiliates Council Access Scholarship

Fall 2021 – Spring 2022

College of Science and Engineering Dean's List

Fall 2019 – Spring 2022

National Merit Finalist, Washington High School

Spring 2019

## ACTIVITIES

Member, UMN Video Game Development Club

Fall 2021 – Present

Member, John Quincy Adams Society

Fall 2021 – Present

## SKILLS

**Programs:** Unity Engine, React, Windows OS, Linux, Microsoft Office (Word, Excel, PowerPoint)

**Programming Languages:** C/C++, C#, Typescript, Python, Java

*References available upon request*