

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) and C# (backend)
- Tested my page using Jest
- Frequently presented my designs and demos to my team and other stakeholders

Undergraduate Teaching Assistant

Spring 2022 - Present

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

- Lead lab sections by helping students through difficult sections
- Teach students during office hours who want more guidance
- Grade projects and exams while providing feedback to the students

UROP (Undergraduate Research Opportunity Program), 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>

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