

# Chandlor Stauff

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## Education

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<b>Boise State University   Boise, ID</b> <i>Bachelor of Science, Games, Interactive Media and Mobile Technology</i>	Anticipated May 2025
<b>Southwestern Oregon Community College   Coos Bay, OR</b> <i>Associate of Art, Oregon Transfer and General Studies</i>	May 2020

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## Professional Experience

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<b>Boise State University   Boise, ID</b> <i>Peer Tutor</i>	January 2025 - Present
<ul style="list-style-type: none"><li>Assisted peer in GIMM 285 and GIMM 300 to improve understanding and academic performance</li><li>Developed personalized learning strategies to meet individual student needs</li><li>Communicated complex concepts in a clear and accessible manner</li></ul>	
<b>Grocery Outlet   Meridian, ID</b> <i>Deli/Freight; Backup Cashier</i>	March 2024 - December 2024
<ul style="list-style-type: none"><li>Oversaw product distribution and inventory for store floor, rotating products to ensure freshness and quality for customers</li><li>Trained and certified in MHE (forklift, pallet jack, lift trucks); moved pallets to appropriate areas of store for distribution</li><li>Strong attention to detail, active listening skills, and work ethic</li><li>Ordered product through inventory management system as needed</li><li>Operated point-of-sale system to check out guests; provided exemplary customer service</li></ul>	

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## Projects

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<b>CRUD API Mobile Website   Boise State University   Boise, ID</b>	January 2023 - May 2023
<ul style="list-style-type: none"><li>Design mobile website interfaces for collecting and validating user input, as well as displaying large volumes of data</li><li>Demonstrated how to use MySQL as a long-term data storage system</li><li>Developed a web application programming interface (API) to connect mobile interfaces and long-term data storage systems (HTML, CSS)</li></ul>	
<b>UE5: Dwarf Garden Defense   Boise State University   Boise, ID</b>	August 2024 - May 2025
<ul style="list-style-type: none"><li>Collaborated with group members to design a third-person game using Unreal Engine 5</li><li>Learned the functionalities of Unreal Engine 5 using Blueprints; handling movement, combat, and UI interactions</li><li>Implemented AI enemy behavior with perception-based movement and attack logic</li></ul>	
<b>Special Topics: VFX in Unity   Boise State University   Boise, ID</b>	August 2024 - May 2025
<ul style="list-style-type: none"><li>Researched various methods of creating visual effects within Unity Game Engine</li><li>Developed real-time particle effects using Unity's VFX Graph and Particle System to enhance environments and gameplay interactions (e.g, explosions, weather, and magic spells)</li></ul>	

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## Skills

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Microsoft Office (Word, Excel, PowerPoint), Google Workspace (Gmail, Docs, Drive, Slides, Sheets), Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro, Animate), Unity Game Engine, C#, JavaScript, Node.js, CSS, HTML, MySQL, WordPress, Problem Solving, Communication, Critical Thinking, Leadership, Adaptability