Chandlor Stauff

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Education

Boise State University | Boise, ID   Anticipated May 2025
Bachelor of Science, Games, Interactive Media and Mobile Technology

Southwestern Oregon Community College | Coos Bay, OR   May 2020
Associate of Art, Oregon Transfer and General Studies

Professional Experience

Boise State University | Boise, ID   January 2025 - Present
Peer Tutor
- Assisted peer in GIMM 285 and GIMM 300 to improve understanding and academic performance
- Developed personalized learning strategies to meet individual student needs
- Communicated complex concepts in a clear and accessible manner

Grocery Outlet | Meridian, ID   March 2024 - December 2024
Deli/Freight; Backup Cashier
- Oversaw product distribution and inventory for store floor, rotating products to ensure freshness and quality for customers
- Trained and certified in MHE (forklift, pallet jack, lift trucks); moved pallets to appropriate areas of store for distribution
- Strong attention to detail, active listening skills, and work ethic
- Ordered product through inventory management system as needed
- Operated point-of-sale system to check out guests; provided exemplary customer service

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Projects

CRUD API Mobile Website | Boise State University | Boise, ID   January 2023 - May 2023
- Design mobile website interfaces for collecting and validating user input, as well as displaying large volumes of data
- Demonstrated how to use MySQL as a long-term data storage system
- Developed a web application programming interface (API) to connect mobile interfaces and long-term data storage systems (HTML, CSS)

UE5: Dwarf Garden Defense | Boise State University | Boise, ID   August 2024 - May 2025
- Collaborated with group members to design a third-person game using Unreal Engine 5
- Learned the functionalities of Unreal Engine 5 using Blueprints; handling movement, combat, and UI interactions
- Implemented AI enemy behavior with perception-based movement and attack logic

Special Topics: VFX in Unity| Boise State University | Boise, ID   August 2024 - May 2025
- Researched various methods of creating visual effects within Unity Game Engine
- 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)

Skills

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