CRYSTAL L. YOUNG
Gameplay Engineer

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Game Projects Unpublished

Rhyme of the Ancient Mariner   2020
Puzzle lore
Assistant Programmer, 3D Asset Character Creator, Rigging and Animation
Unity 4 Engine • C# • 7 member team
- 3D modelled, rigged and animated Character assets
- Placed collision box and shaders
- Worked with primary programmers when they needed any input

Tank Wars   2020
MultiNetworked artillery (remake)
.Net executable • Visual Studio • C# • Peer Programming team
- Programmed the Backend Network Controller
- Created the console start up for the server and multi-threading data access for each client
- Designed the GUI from given and created assets and added our own twists for the client and server to share

Political Intrigue   2018
Political Satire
Assistant Technical Programmer, Scrum leader and Producer

Unreal Engine • C++ • 7 member team
- Primary on game design decisions, assisted in implementing assets and assisted in collision scripts.
- As the Scrum Captain, I managed schedules and monitored progress of tasks.
- As the Producer I worked to keep everyone on time with previously set sprints. If someone wasn't able to meet their goals I distributing their tasks to others.
- Worked with narrative team to complete the artistic design of the narrative comic.

Work Experience

Network Intern, University of Utah
2016 – Present
- Work at improving personal understanding of Network topologies
- Furthering personal growth and understanding of Linux systems and Command Line actions
- Create and keep records of personal growth in relevant knowledge basis' for weekly and monthly sync-ups
- Experience within Android Studio to create a user interface with Raspi3 robot run on UDP
- Trouble-shoot user level issues within the clusters via Jira, and currently Service-Now
- Spun up resources within GENI Experimenter to create experimental resources with which to test different programs/processes in a safe environment
- Create system logging from the base (grep file), up to the ElasticSearch/LogStash level
- Gathered data via SSH/VC to logs to complete a DoD 5220.22m Nwipe for secure future use
- Utilize company equipment to expedite all job necessities in a timely manner
- Ensure proper care of all company equipment

Tools & Skills

Tools

Unreal 4	Unity
Visual Studio	Eclipse IDE
Android Studio	
Perforce	Git Source Control
Maya	zBrush

Languages

Java	C#	C++/C
Kotlin		Python

Skills
- Linux, PC, Mac OS & Command lines
- Ansible Automation
- Android Development
- MySQL queries & SQL database
- Shell & Bash Scripting
- Test case development
- Regression Testing
- Algorithm Complexity Analysis
- Data Center Cluster Basics
- Elk Stack Monitoring

Education

University of Utah   Present
  Bachelors of Science
      Computer Science in Games

Utah State University   2016
  General Education

Extracurriculars

Joined the 2020 season HackTheU as a club organizer on the marketing team

Volunteered during the 2019 season HackTheU overnight hackathon event