

Chase Vriezema

Software Engineer

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Frisco, TX

Profile

I'm a recent graduate from University of Texas at Dallas with a bachelors in both Computer Science and Arts and Technology.

I have had the opportunity to work on many different kinds of applications, from mobile games to automated video editors and doing so has given me a large amount of experience with different types of technology.

Experience

May 18 - Present **Manabound Studios**

Domain Mobile App Development Automation Web Development

Tech Ruby Objective C Swift C++ iOS IBM Watson NodeJS Angular React

Contracting I worked in a variety of fields automating tasks and improving existing products. I worked on both Android and iOS Applications such as A Dark Room and Mildly Interesting RTS.

I automated video editing utilizing speech to text recognition software, created custom installation tools for eye-tracking programs and have utilized NodeJS, Angular and React for front-end web-development projects.

Aug 18 - Dec 18 **Fate - Designer, Engineer**

Domain Games Digital Card Game

Tech Unity C#

Product Fate is a digital collectable card game that uniquely mixes multiple genres into one. It won the UTD Best Capstone 2018 Award due to it's design and unique understanding of its audience.

Contribution I spent a little less than two years designing Fate through a mixture of physical and small digital prototypes. I decided to create a full vertical slice of gameplay for my Arts and Technology capstone project.

The prototype was made over the course of one semester, and I implemented every feature from the physical version of the game. The entire project was done solo, with the only outside contribution being Unity store assets.

Jan 18 - May 18 **MIRTS - Engineer**

Domain Mobile Games

Tech Rubymotion Ruby

Role Worked as an engineer on a team of four to help design, test, and implement new features to the mobile game MIRTS.

Contribution I spent most of my time engineering one of the new abilities in MIRTHS. This feature was designed and implemented from scratch and has made it into the released version of the game. Since then I have returned to innovate and rebalance different abilities as needed.

Jan 16 - May 17 **Game Production Lab**

Domain Game Development



Tech Unity C#

Roles I worked on three different games in UTDs game production lab. For two of the games I worked as a programmer on teams of 20 - 30 people. I was creative director for the remaining game, and managed a team of 14 other students.

Contribution I spent a majority of my time programming in Unity using C#. I took on various roles depending on the project, including handling artificial intelligence of enemies, animation controllers, player mechanics and environmental effects. I also handled version control and task management for the project using tools such as Perforce, Shotgun, and Github.

Education/Pre-Graduation

2014 - 2018 BS Computer Science, BS Arts and Technology, University of Texas - Dallas

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