

COLLIN STRAUCH

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OBJECTIVE

Highly driven game programmer seeking a game development or related position that will provide me with an opportunity to apply my invaluable skills, training, work experiences, and education towards achieving the goals of the organization.

RELEVANT SKILLS and TRAINING

C#	Unity	Artificial Intelligence
C++	Unreal	Agile Development
HTML	Game Maker Studio 2	Collaboration
CSS	Visual Studio	Writing and Debugging Code
JavaScript	GitHub	Scripting
Unreal Blueprints	Game Design	Quality Control
Game Maker Language	Game Development	Troubleshooting
Coding	Object Oriented Programming	Play Testing
Programming	User Interface Design	Data Handling

PROFESSIONAL EXPERIENCE

Game Programmer, Intern, Remote, Scruffy Pup Entertainment (January 2024 – August 2024)

- Collaborated with a team of programmers and designers to develop game concepts, mechanics, and features
- Maintained meticulous attention to detail to develop algorithmically sound code that comply with game design requirements
- Applied analytical and critical thinking to troubleshoot and fix game bugs
- Effectively utilized the Agile development process to structure and manage work through a set of values, principles, and practices
- Developed user interface and implemented controller support using plug-ins for Unreal engine

RELEVANT PROJECTS

Knock-Out Arcade - Production Studio (15 weeks)

- Worked on a 2D fighting game in Game Maker Studio 2 on a team of 13
- Collaborated with the designers to design the movesets of the characters and balance them appropriately
- Developed several control features and mechanics to enhance the gameplay and make gameplay more dynamic
- Updated a character editor software made in C# by fixing bugs and adding new features for designers to use

The Cursed Men and The Stolen Princess – Production Studio (15 weeks)

- Started developing a 2.5D RPG in Unreal on a team of 14
- Programmed a dialogue system that allows users to click and translate words/phrases between English and Spanish
- Developed a corresponding multiple-choice system to test the player's Spanish knowledge per word/phrase

PACAG – Student Innovation Project (20 weeks)

- Created a software in Unity for animating pixel-art characters without AI
- Programmed the animation process to use a 3D model and map the body onto a 2D grid for consistent proportions and smooth movement
- Implemented a drawing interface to draw the character from six different angles

World View - Game Jam (48 hours)

- Created an arcade twin-stick shooter in Unity on a team of 4
- Developed the gameplay, including the controls, enemies, and difficulty curve
- Implemented controller support using Unity's new input system to provide more control options

EDUCATION

University of Advancing Technology, Tempe, AZ

- Bachelor of Arts degree; Game Design; Graduated summa cum laude (2024)
- Bachelor of Science degree; Game Programming; Graduated summa cum laude (2024)