

COLLIN STRAUCH

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OBJECTIVE

Reliable and motivated self-starter 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

Artificial Intelligence	Construct	Game Design
C#	Unity	Data Handling
C++	Unreal	Scrum
CSS	PixiJS	Writing and Debugging Code
HTML	Coding	Animation Design
Javascript	Programming	Quality Control
Unreal Blueprints	Game Development	Troubleshooting
Game Maker Language	Game-Specific Features	Play Testing
Game Maker Studio 2	Game-Specific Techniques	Scripting

RELEVANT PROFESSIONAL EXPERIENCE

Game Programmer (Remote), SP Entertainment, January 2024 – Present

- 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 scrum 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

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)