

## COLLIN STRAUCH

Email: cstrauch01@gmail.com ♦ [Portfolio](#)

### OBJECTIVE

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

### COMPLETED 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 made in C# outside of the game 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

**Light: Lite** - Game Jam (48 hours)

- Created a first-person puzzle game in Unreal on a team of 5
- Programmed a mechanic that only allows the player to walk in light
- Structured the mechanic to make it modular; it can be applied to any light source, even while it is moving

**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)