

# Collin Strauch

Seeking a position as a game programmer using Unity, Unreal, or Game Maker Studio 2

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## EDUCATION

### **Rochester Institute of Technology, Rochester, NY — *Game Design and Development***

AUGUST 2019 - MAY 2022

Learned: C#, C++, HTML, CSS, JavaScript, Unity

### **University of Advancing Technology, Tempe, AZ — *Game Design and Game Programming (Double Major)***

SEPTEMBER 2022 - AUGUST 2024

Learned: Unreal (with Blueprints), Construct, Game Maker Studio 2 (with Game Maker Language)

Improved upon: C#, C++, Unity

## PROJECTS

### **World View — *Game Jam (48 hours)***

- Created an arcade twin stick shooter in Unity on a team of 4.
- Developed the gameplay, including controls, enemies, and difficulty curve.
- Implemented controller support.

### **Light: Lite — *Game Jam (48 hours)***

- Created a first-person puzzle game in Unreal on a team of 4.
- Programmed a system that only allows the player to walk in light.
- Structured the system in a way so that it is compatible with any light source, even while it is moving.

### **Knock-Out Arcade — *Production Studio (15 weeks)***

- Worked on a 2D fighting game in Game Maker Studio 2 on a team of 13.
- Developed motion inputs and other control features and mechanics to enhance the gameplay.
- Updated a character editor made with C# outside of the game by fixing bugs and adding new features for designers to use.

## SKILLS

Coding Languages:

- C#
- C++
- HTML
- CSS
- JavaScript
- Unreal Blueprints
- Game Maker Language

Game Engines:

- Unity
- Unreal
- Construct
- Game Maker Studio 2

## AWARDS

**Rochester Institute of Technology Dean's List** - awarded each semester for maintaining a GPA  $\geq 3.4$ , earned every semester

**University of Advancing Technology President's List** - awarded each semester for maintaining a GPA = 4.0, earned every semester