

Collin Strauch

Chandler, AZ

(845) 978-9574 | cstrauch01@gmail.com | [Portfolio](#)

www.linkedin.com/in/collin-strauch/

OBJECTIVE:

Seeking an internship as a game programmer using Unity or Unreal.

EDUCATION:

University of Advancing Technology (UAT), Tempe, AZ

Expected August 2024

Bachelor of Art/Bachelor of Science, Double major in Game Design and Game Programming

GPA: 4.00

Coursework: Game-A-Week (Unity), Game Design Workshop II (Unity), C/C++ Programming I (C++), Introduction to Game Tools (Construct, Unity, Unreal), Introduction to Game Development (Unreal)

Rochester Institute of Technology (RIT), Rochester, NY

August 2019 - May 2022

Bachelor of Science, Double major in Game Design and Development and Computer Engineering

GPA: 3.84

Coursework: Game Development and Algorithmic Problem Solving I & II (C#), Intro to Game Web Tech (HTML/CSS/JavaScript), Data Structures & Algorithms for Games & Simulation I & II (C++), Rich Media Web App Dev I (HTML/CSS/JavaScript), Casual Game Development (C#), Intro to Software Engineering (Java), Digital System Design I & II (VHDL/Verilog)

SKILLS:

Programming Languages: C, C#, C++, HTML, CSS, JavaScript, Java, VHDL, Verilog, Assembly

Tools: Visual Studio 2019, Visual Studio Code, MonoGame, Construct, Unity, Unreal, Photoshop CC, Maya, Git, Quartus II, ModelSim, Vivado, Keil µVision

PROJECTS:

Vitamin Deficiency (Academic Project)

2 months

- Created a casual game in Unity on a team of 4; a rougelike inspired by Enter the Gungeon and The Binding of Isaac.
- Designed and animated the enemies, bosses, and special effects like explosions.
- Developed different attack patterns and AI for each enemy so each one is unique in their own way.

The Flow of Time (Academic Project)

2 weeks

- Developed a top-down shooter in Unity individually.
- Designed the entire game, including a dynamic time manipulation mechanic that allows the player to speed up or slow down time.
- Included a tutorial level to help the player understand the time manipulation mechanic further.

World View (Game Jam)

48 hours

- Created an arcade twin stick shooter in Unity on a team of 4; used the theme of “Deception”.
- Developed the gameplay; the deception is in the form of the environment that the player is in during each part of the game.
- Implemented controller support so the game can be played with controllers too.