

## COLLIN STRAUCH

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

### **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)