

# Tristan Schonfeldt-Aultman

El Cerrito, California

tropicaltisa@gmail.com 510-332-7700

<https://www.linkedin.com/in/tristan-schonfeldt-aultman/>

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## Skills

- Programming Languages (C++, C#, Typescript, Intel Assembly, Python, Java)
- Game Engines (Unity, Unreal Engine 5)
- Node.js, Vercel
- Sprint Planning and Updates
- Atlassian (Jira, Confluence)
- Mattermost, Discord
- API Implementation and Management

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## Education

**Bachelor of Science in Game Programming**

**May 2026**

**Minors in Mathematics and Computer Science**

*Champlain College*

*Burlington, VT*

GPA 3.95 - Trustees' List (Fall 2024, Spring 2025, Fall 2025)

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## Work Experience

**Game Programming Tutor**

**Aug 2025 - Present**

*Champlain College*

*Burlington, VT*

- Guide students through programming concepts, ranging from data structures and algorithms to graphics programming to game physics, to help facilitate their learning (C++ and C# focused).

**Startup Full Stack Engineer**

**July 2023 - May 2025**

*EQ Community*

*Virtual*

- Collaborated with the CEO to program innovative, human in the loop, AI based (LLMs) recruiting tools.
- Launched multiple products using Typescript, Node.js, and Vercel, while onboarding multiple new developers.
- Managed APIs and databases, as well as created analytics tools in python.

**Programming Intern | Leahy Center for Digital Forensics & Cyber Security**

**Oct 2022 - Dec 2022**

*Leahy Center for Digital Forensics & Cyber Security*

*Burlington VT*

- Developed and maintained a seating chart web tool using Javascript on a small flexible team.

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## Projects

**Choo Choo Boom Boom | Unity | Team Size: 8 → 14 | Academic Project**

**Jun - Current**

- Worked on a dynamic team of varying game majors to create a game in one semester with the goal of getting our game Greenlit by our school's faculty and alumni. The game is an on-rails shooter about a gunner on a train.
- Programmed and integrated an API to handle database requests for a high score system.
- Designed and programmed a variety of systems, such as boss attack systems and spline systems.
- Additionally handled onboarding of new team members from cut teams after our game passed

**Lurking Below | Unreal Engine | Team Size: 7 | Academic Project**

**Jan - May 2025**

- Programmed multiplayer (3 player) interactions/gameplay and shaders for an underwater environment in Unreal Engine where a sea monster hunts a diver and engineer that are working together.
- Applied rapid iterative prototyping with Agile Scrum framework.

**Domain Expansion | Unity | Team Size: 7 | Passion Project**

**October 2025**

- Worked closely with our team to rapidly program a UI based game for Global Game Jam 2025 in 48 hours.

**Assembly Object Dodging Game | Solo | Academic Project**

**Nov- Dec 2024**

- Coded an intel assembly x86\_64 windows console object dodging game, leveraging Windows' Console API.
- Integrated high level C++ functions with low level assembly.

**Other Related Projects (2023-2025):**

- Engineered a 2D/3D suspension bridge from scratch in Unity, using Hooke's Law and integration of forces.
- Built a Touhou inspired multiplayer game in Unity using Valve's GameNetworkingSockets and NET.Sockets to establish and maintain P2P UDP connections.
- Programmed a steering pipeline for AI character movement on a proc-gen voxel world, using Anisotropic A\*.
- Programmed deferred shading and volumetric lighting, as well as recursive portals with OpenGL C++.