

# 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

## 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)

## 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.

## 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++.