DUSTIN SCHIMEL

PROFILE

Software Developer
Game Developer

CONTACT

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LINKS

LinkedIn   GitHub

My Website

SUMMARY

I am a recent college graduate with strong software engineering and game development experience. Through my academic coursework and personal projects, I have gained significant knowledge of object-oriented languages and back-end systems. I am eager to apply my skills and gain real-world experience by working collaboratively with interdisciplinary teams to meet project goals and objectives.

EDUCATION

- University of Utah   Salt Lake City, UT
  - BS in Computer Science, with an emphasis in Game Development

RELEVANT COURSES TAKEN

- Computer Science
  - Object Oriented Programming
  - Software Practice 1-2
  - Algorithms
  - Database Systems
  - Computer Systems
  - Computer Graphics
- EAE (Games)
  - Asset Pipeline
  - Traditional Game Development
- Math / Science
  - Linear Algebra
  - Physics for Engineers

PROJECTS

- Minor Scale   2023
  - Head of enemy systems and wave functionality
  - Made fluid UI systems and rebindable controls
- PROJECT: Exploding Barnacle   2023
  - Gained experience with VR game development
  - Handled VR controls, spear, and rope mechanics
- Dream Planet   2021
  - Head engineer for player movement, collectibles, and dialogue systems
  - Handled all version control issues for the team

ACQUIRED SKILLS

- Languages
  - Adept in C#, C++, Java, and MySQL
- Engines
  - Familiar with Unity and Unreal
- Version Control
  - Experience using GitHub and Perforce for version control in team settings

WORK EXPERIENCE

- Immersive Gamebox   Salt Lake City, UT
  - Jul 2023 - Present
  - Supervisor
  - Soft Skills: Communication and Time Management
- Doorworks USA   Tempe, AZ
  - Jun 2022 - Aug 2022
  - Detailer
  - Soft Skills: Problem Solving and Accountability