Dustin Schimel

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 linkedin | github | website

EDUCATION

Bachelor of Science - Computer Science **2024**

University of Utah *Salt Lake City, UT*

SKILLS

Programming Languages C# | Java | Python | C++

Technologies Unity | Unreal | GitHub | Perforce | MySQL

RELEVANT EXPERIENCE

Minor Scale

Aug 2022 - Apr 2023

Gameplay & UI Engineer *Salt Lake City, UT*

- Collaborated with a team in creating a Steam published rhythm/tower defense game using Unreal Engine.
- Built AI for enemies and created enemy wave systems that included tools to enable level and enemy design teams to work in-engine.
- Made fluid UIs using the UMG UI Designer for our main menu, pause menus, and in-game UI.
- Worked on rebindable controls, enabling wider acccess to more input devices such as controllers and handheld consoles like the Steam Deck.

You're Not Alone

Feb 2022 - May 2022

Gameplay Engineer *Salt Lake City, UT*

- Worked with a small team to create a 2D platforming game using Unity, C#, and GitHub.
- Implemented main gameplay mechanics such as player movement and the npc dialogue system.
- Added support for controllers and playing the game in-browser using WebGL.

Dream Planet

Feb 2021 - May 2021

Gameplay Engineer *Salt Lake City, UT*

- Collaborated with a team of prospective game developers to create a 3D platforming adventure game using Unity, C#, and GitHub.
- Developed gameplay mechanics such as the player movement, collectibles, and npc dialogue.
- Prevented countless hours of redoing work by fixing all version control issues for the team.

RELEVANT COURSES TAKEN

Computer Science OOP | Algorithms | Database Systems | Software Practice | Computer Systems | Computer Graphics

Math / Science Linear Algebra | Physics for Engineers

Games VR | Asset Pipeline | Traditional Game Development

WORK EXPERIENCE

Immersive Gamebox

Jul 2023 - Present

Supervisor *Salt Lake City, UT*

- Help run educational programs that teach kids STEM concepts using VR-based technology.
- Oversee user experience from initial contact to fulfillment.
- Provide data analytics to make recommendations for improvements on process and experience.
- QA testing and development with Dev team to ensure the highest level of customer experience.

Doorworks

Jun 2022 - Aug 2022

Detailer *Tempe, AZ*

- QA for all products internally produced.
- Efficient workflow process to help streamline production and finalize products.
- Developed a variety of skills to fix problems along the production line.

Beehive State Souvenirs

May 2021 - Jul 2021

Cashier *Salt Lake City, UT*

- Managed all day-to-day interactions with customers.
- Inventory control of all products in store.
- Operated fully integrated POS.
- Various opening and closing details including, but not limited to accounting, sales, inventory, and security.