



DUSTIN SCHIMEL

PROFILE

Computer Science
College of Engineering

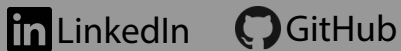
CONTACT

(480) 250-8326

dustin.schimel@gmail.com
u1168511@umail.utah.edu

4667 S Black Swan Dr
Millcreek, UT 84117 US

LINKS



SUMMARY

Highly motivated software engineer and game developer looking to apply my knowledge of object-oriented languages and back-end systems towards real world experience. Strong communication skills with the ability to work across interdisciplinary teams to meet project goals and objectives.

EDUCATION

- **University of Utah** Salt Lake City, UT
 - 2018 - Present
 - Computer Science; Entertainment Arts & Engineering

WORK EXPERIENCE

- **Immersive Gamebox** Salt Lake City, UT
 - 2023, Summer - Present
 - Supervisor
- **Doorworks USA** Tempe, AZ
 - 2022, Summer
 - Door Detailer

RELEVANT COURSES TAKEN

- **Computer Science**
 - Object Oriented Programming
 - Database Systems
 - Software Practice 1-2
 - Computer Systems
 - Algorithms
 - 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 with other engineers
- [SummerProject](#) (In development) 2022
 - Gained experience with multiplayer development (UGS)
 - First solo project with complete pipeline experience
- [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, MySQL, and currently learning C
- **Engines**
 - Familiar with Unity and Unreal
- **Version Control**
 - Experience using GitHub and Perforce for version control in team settings

REFERENCES

- **Ammon Mora // Door Works USA; Operations Manager**
 - +1 (480) 275-0972 - amora@doorworksusa.com
- **M. Brandon Riley // Coign Capital Advisors; CFP - CRPC**
 - +1 (801) 676-4560 - mbriley@coigncapital.com