

DUSTIN SCHIMEL

PROFILE

Computer Science College of Engineering

CONTACT

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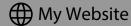
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LINKS









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

o 2018 - Present

o Computer Science; Entertainment Arts & Engineering

WORK EXPERIENCE

• Immersive Gamebox

Salt Lake City, UT

- o 2023, Summer Present
- Supervisor

Doorworks USA

Tempe, AZ

- o 2022, Summer
- o Door Detailer

RELEVANT COURSES TAKEN

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

PROJECTS

Minor Scale

2023

- \circ Head of enemy systems and wave functionality
- o Made fluid UI systems and rebindable controls
- PROJECT: Exploding Barnacle

2023

- o Gained experience with VR game development
- o Handled VR controls, spear and rope mechanics
- Dream Planet

2021

- Head engineer for player movement, collectibles, and dialogue systems
- o Handled all version control issues for the team

ACQUIRED SKILLS

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

REFERENCES

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