



DUSTIN SCHIMEL

PROFILE

Computer Science
College of Engineering



CONTACT

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LINKS

 LinkedIn  GitHub

 My Website



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 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

REFERENCES

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