

# DUSTIN **SCHIMEL**

# **PROFILE**

Software Developer Game Developer

CONTACT

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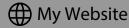
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# LINKS







### **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

2023

2023

2021

o BS in Computer Science, with an emphasis in Game Development

# **RELEVANT COURSES TAKEN**

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

# **PROJECTS**

- Minor Scale
  - o Head of enemy systems and wave functionality
  - o Made fluid UI systems and rebindable controls
- PROJECT: Exploding Barnacle
  - o Gained experience with VR game development o Handled VR controls, spear, and rope mechanics
- Dream Planet
- o 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

#### WORK EXPERIENCE

#### Immersive Gamebox

Salt Lake City, UT

- O Jul 2023 Present
- Supervisor
- o Soft Skills: Communication and Time Management

# • Doorworks USA

- o Jun 2022 Aug 2022
- o Detailer
- o Soft Skills: Problem Solving and Accountability

Tempe, AZ