Richard Todd Schindler

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Software developer specializing in game development, neural networks, computer graphics and education.

EDUCATION

Bachelor of Computer Science   **Sep. 2019 - June 2023**
University of Washington - Dean's List across five quarters   *Seattle, WA*

Relevant Coursework: Computer Graphics, VR Systems, Artificial Intelligence, Software Engineering, Computer Security, Data Structures and Parallelism, Systems Programming, Computer Vision, Functional Programming

QUALIFICATIONS

- **Languages:** Java, C#, Python, C++, C, GDScript
- **Game Engines:** Unity, Unreal, Godot
- Multi-disciplinary game development including programming, animation, music, and texturing
- Technical writing, grant writing, professional write-ups, compiling research, presenting

EXPERIENCE

Cuidadores de Agua Video Game Development, *Project Manager*   **Oct. 2024 - Jun. 2025**
(https://github.com/Fettuchoony/DVSABoatGame)
- Created a four month curriculum teaching basic C# for Unity, 3D Modeling with Blender, and Level design.
- Led a team of eight students in development of an educational game based around the Duwamish River.
- Worked closely with and endorsed by the EPA, used their research for gameplay elements. Currently in coordination to be featured on the EPA website.

DVSA Biodigester, *Project Manager*   **Jan. 2024 - Oct. 2025**
(https://dvsa.webflow.io/dvsa-projects/biodigestor)
- Managed Seattle and EPA capital funds to engineer, install, and operate a biodigester in South Park where I learned how to budget large projects and create formal writeups/presentations for grantors.
- Created and managed the company website to increase online visibility and attract grantors to the project.
- Formed community farm partnerships to utilize over 180 gallons of biofertilizer per week, catering to each farms health/safety regulations and creating standardized tests to quantify proficiency of product.
- Created food waste sorting regiment for five local restaurants to follow which streamlined operation.

PROJECTS

Battle Arena (github.com/JimmyC7834/U.stick-battle-arena)   **Jan. 2023 - Mar. 2023**
- Worked on a team of 6 to develop a complete 2D platformer fighting game.
- Learned proper version control, CI, unit testing, and the unique difficulties of game design.
- Developed in C# on Unity with custom collision, physics, and animation scripts.

Cell Membrane Physics (github.com/JimmyC7834/U.cse457-p5)   **Mar. 2023 - June 2023**
- Simulates endocytosis of a cell with lipid bilayers and internal cell pressure.
- Demonstrates a precise physics system and soft body simulation that can run in real time and uses mathematical approximations outlined in scientific papers.