

# Isaac Eckardt

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## EDUCATION

### UNIVERSITY OF MISSOURI

Columbia, MO

Bachelor of Science in Computer Science

Expected Graduation: December 2026

GPA: 3.2/4.0

Relevant Coursework: Neural Machine Learning, Software Engineering, Database Management, Computer Modelling & Animation, Advanced Algorithm Design, Unix Operating Systems, Computer Organization

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## WORK EXPERIENCE

### Adroit Studios Gaming Lab (University of Missouri)

Columbia, MO

Junior Developer

December 2023 – Present

- Designed and developed a 3D endless runner for university recruitment, utilizing tile-based procedural generation with weighted spawn logic for dynamic level variety.
- Engineered a modular region system with custom inspector tooling, allowing non-programmers to easily tweak the game without code intervention
- Implemented persistent data systems for local leaderboards, player settings, and session progression using serialization.
- Conducted code reviews and technical onboarding for interns, maintaining code documentation to ensure smooth handoffs and project scalability.
- Mentored a local middle school Unity workshop, teaching game design fundamentals and C# scripting.

### Code Ninjas Columbia, MO

Coding Instructor

October 2021 – Present

- Translated fundamental CS concepts (OOP, flow control, variables) into actionable lessons in C#, JavaScript, and Lua
- Provided real-time debugging and error resolution for student projects in Unity and Roblox Studio, teaching troubleshooting methodologies.
- Instructed students on 3D spatial reasoning & logic implementation using TinkerCAD and modding tools.

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## PROJECTS

### Game Development

May 2018 – Present

- Adapted a graph-based pathfinding algorithm to generate interconnected, traversable indoor layouts.
- Utilized Unity NGO to develop a simple client-server architecture for a classic arcade clone, handling state synchronization and latency management.
- Reverse-engineered *Risk of Rain 2* source code (C#/Unity) to inject custom character assets and gameplay logic.
- Participated in several game jams, rapidly prototyping and deployed several playable titles in under 48 hours, managing scope and team coordination.

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## SKILLS

**Languages:** C#, C++, Python, SQL, HTML/CSS, JavaScript, Lua, Bash

**Tools:** Unity (2D/3D, Netcode), Git, Perforce, Linux, Blender, AutoCAD