

JOHN BUSSE

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OBJECTIVE

Quick-thinking passionate software engineer seeking employment and experience. I'm looking forward to using my programming experience in a professional environment, and meeting people in the industry.

INDEPENDENT PROJECTS

June 2025

Scooped! Match-in-e Malfunction – 2025 Mini Jame Gam #44

A tile-matching puzzle game built in Godot over two days. I worked on programming and media integration. Playable at <https://butterrerrr.itch.io/scooped>

May 2024

Super Tsunami Surfer – 2024 Pixel Game Jam

A vertical-shooter/endless-runner built in Godot over 9 days. I was the sole programmer and designer on the team. Playable at john-busse.itch.io/super-tsunami-surfer

EXPERIENCE

December 2022 – Present

Independent Software Developer – Self Employed

I've developed multiple game projects in Unreal Engine, Unity, and Godot. I've developed simple game engines built around OGRE and OpenGL. I've worked in multiple game jams, both as team lead and team member.

July 2018 – May 2023

STEM Tutor – Truckee Meadows Community College, Reno NV – Math and Computer Science.

Working as a tutor improved my ability to communicate and teach subjects. I've received multiple commendations from students and coworkers regarding my ability to help in comprehension and reexamination of concepts.

REFERENCES AVAILABLE ON REQUEST

KEY SKILLS

- **LANGUAGES:** C, C++, C#, GDSCRIPT, PYTHON
- **SOFTWARE:** ASSIMP, BULLET PHYSICS, GODOT, GRAPHICSMAGICK++, OGRE, OPENGL, UNITY, UNREAL ENGINE
- **VERSION CONTROL:** GIT, PERFORCE, PLASTIC SCM
- **SKILLS:** AGILE DEVELOPMENT, COMMUNICATION, DEBUGGING, MATHEMATICS, PROJECT MANAGEMENT, SOFTWARE PROFILING, USER EXPERIENCE, USER INTERFACE

EDUCATION

University of Nevada, Reno

B.S. in Computer Science & Engineering

-Minor in Digital Interactive Games

May 2023

Truckee Meadows Community College

A.S. in Computer Science

December 2020