

JOHN BUSSE

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OBJECTIVE

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

INDEPENDENT PROJECTS

May 2024

2024 Pixel Game Jam- Super Tsunami Surfer

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

December 2022

2022 Winter Melon Jam- Cozy Cabin Conundrum

A top-down survival game built in Unity and playable at banjo-pancake.itch.io/cozy-cabin. My contributions included programming the survival meters and the inventory item functionality.

EXPERIENCE

August 2020 – May 2023

Student – University of Nevada, Reno – Computer Science & Engineering

I've developed multiple projects in Unreal Engine and Unity and have built simple game engines designed around OGRE and OpenGL. Through the Digital Interactive Games minor at my university, I've taken courses on topics including game design fundamentals, computer graphics, game engine architecture, artificial intelligence, and virtual reality.

Through my school projects I've explored aspects of game design and game programming including user interface, inventory item information databases, characters statistics, game balance, pathfinding systems, and level design.

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

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

KEY SKILLS

- PROGRAMMING LANGUAGES: C, C++, C#, PYTHON
- GAME ENGINES: GODOT, OGRE, UNITY, UNREAL ENGINE 4 & 5
- TOOLS: ASSIMP, BULLET PHYSICS, GRAPHICSMAGICK++, OPENGL
- VERSION CONTROL: GIT, PERFORCE, PLASTIC SCM
- SKILLS: ARTIFICIAL INTELLIGENCE, COMMUNICATION, DEBUGGING, GAME BALANCE, GAME MECHANICS, LEVEL DESIGN, MATHEMATICS, TEAM/GROUP WORK, USER INTERFACE