JOHN BUSSE

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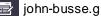
OBJECTIVE

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.

RELEVANT EXPERIENCE

August 2020 – May 2023
Student – University of Nevada, Reno – Computer Science & Engineering

I've developed multiple projects in Unreal Engine and Unity and 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.

My university capstone project was an Unreal Engine 5 role-playing game focused on implementing the turn-based combat of 5th edition Dungeons and Dragons. My focus in the project included designing the user interface, developing databases for inventory item information and non-player character statistics, handling the character sheet implementation, and assisting in combat systems including grid-based pathfinding and enemy ai behavior.

July 2018 – May 2023
STEM Tutor – Truckee Meadows Community College, Reno NV – Math and Computer Science.

Working as a tutor improved my ability to explain 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: UNREAL ENGINE 4 & 5, UNITY, OGRE (OBJECT-ORIENTED GRAPHICS RENDERING ENGINE)
- TOOLS: OPENGL, UMG (UNREAL MOTION GRAPHICS UI DESIGNER), GLFW (GRAPHICS LIBRARY FRAMEWORK), ASSIMP (ASSET IMPORTER), BULLET PHYSICS, GRAPHICSMAGICK++
- COMMUNICATION, PROBLEM SOLVING
- CALCULUS, LINEAR ALGEBRA