

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

December 2022 - Present

Independent Projects

I've worked on multiple personal projects in my free time to reinforce and expand my knowledge of game design concepts. These include competing in game jams, learning the Godot game engine, and building an OpenGL solar system project.

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

3.752 GPA

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, MAGICK++, OPENGL**
- **VERSION CONTROL: GIT, PERFORCE, PLASTIC SCM**
- **SKILLS: MATHEMATICS, USER INTERFACE, ARTIFICIAL INTELLIGENCE, LEVEL DESIGN, GAME BALANCE, GAME MECHANICS**