

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

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

December 2022

2022 Winter Melon Jam- Cozy Cabin Conundrum

Top-down survival game built in Unity in 48 hours. I programmed survival meters and inventory item functionality. Playable at banjo-pancake.itch.io/cozy-cabin

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 projects pursuing my Digital Interactive Games minor I've explored aspects of video game design and 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

KEY SKILLS

- **LANGUAGES:** C, C++, C#, PYTHON
- **SOFTWARE:** ASSIMP, BULLET PHYSICS, GODOT, GRAPHICSMAGICK++, OGRE, OPENGL, UNITY, UNREAL ENGINE
- **VERSION CONTROL:** GIT, PERFORCE, PLASTIC SCM
- **SKILLS:** ARTIFICIAL INTELLIGENCE, COMMUNICATION, DEBUGGING, GAME BALANCE, GAME MECHANICS, LEVEL DESIGN, MATHEMATICS, 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