

JOHN BUSSE

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OBJECTIVE

Quick-thinking passionate programmer and designer 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

July 2025

OGRE Solar System Demo – Personal Project

A simulation of the Solar System built in OGRE through C++. Source code visible at <https://github.com/John-Busse/OGRE-Projects/tree/main/Solar-System>

June 2025

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

A tile-matching puzzle game built in Godot over two days. I worked on programming and media integration. This game won 3rd overall and is playable at <https://butterrerrr.itch.io/scooped>

EXPERIENCE

December 2022 – Present

Independent Software Developer

I've developed several game projects in Unreal Engine, Unity, and Godot, and have developed simple graphical 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, UNITY DEVOPS (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