# JOHN BECK

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Full Stack Software Developer | Frontend UI UX | Backend Engineer | Game Developer

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## SKILLS

- C# | C++ | C | Python | Java | HTML | Javascript | SQL | CSS
- Unity | .NET | Unreal Engine | React | Godot | REST API | Next.js | Node.js | Git

## WORK EXPERIENCE

**Software Engineer, Amertech Tower Services**　　　　　　　　　　Salt Lake City, UT
Neumont Internship Collaborative Project　　　　　　　　　　　　June. 2025 – Present

- Utilized Zoho Creator and Deluge to build tower databases for hundreds of cooling towers.
- Managed large data sets and connectivity, linking elements for improved organization.
- Collaborated with a team of 4 to streamline proposal writing processes.

**Game Developer, Neumont Game Studio**　　　　　　　　　　　　Salt Lake City, UT
Neumont Internship Collaborative Project　　　　　　　　　　　　Mar. 2025 – June. 2025

- Created and shipped a complete game to Steam with over 10,000 impressions.
- Developed a large-scale project featuring complex physics mechanics, a platforming fishing game with multiple minigames, and intricate statistical calculations.
- Led design, including art and aesthetic direction.
- Communicated and collaborated effectively to deliver the project on time.

**Software Engineer, Satori**　　　　　　　　　　　　　　　　　　Salt Lake City, UT
Neumont Internship Collaborative Project　　　　　　　　　　　　Jan. 2025 – Mar. 2025

- Overhauled and improved the user experience and interface for over 25,000 users.
- Managed and displayed large amounts of data using APIs and Chart.js.
- Collaborated with a team of 4 to redesign the UI and enhance quality of life features.

**Communications Officer, Neumont Esports**　　　　　　　　　　Salt Lake City, UT
Managing The Neumont Esports Program　　　　　　　　　　　　Sept. 2023 - Present

- Organized and oversaw the success of eleven Esports teams.
- Communicated and resolved problems internally and externally.
- Created, planned, and promoted various large-scale events and activities.

## PROJECTS

- **Custom C++ Engine**: Developed with asset and JSON integration, audio support, tile mapping, and both 2D and 3D pipeline support.
- **Game Website**: Built with custom WebGL ports to support Unity games developed with .NET.
- **Opie (Capstone Project)**: A 10-week project to build a game featuring procedural generation, unique shadow mechanics, and a complex inventory and enemy system.

## EDUCATION

**SOFTWARE AND GAME DEVELOPMENT,**
**EXPECTED GRADUATION SEPTEMBER 2025, MAGNA CUM LAUDE**
NEUMONT COLLEGE OF COMPUTER SCIENCE, SALT LAKE CITY, UT