Charlie Bekendam

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Summary

I am a game developer studying Games, Interactive Media, and Mobile (GIMM) at Boise State University. I am passionate about software engineering, AR/VR applications, and game development. I am skilled in coding (C#, C++, JavaScript, HTML, CSS, Swift), UI/UX design, and 3D modeling.

Education

- Boise State University, full-time student finishing junior year
- B.S. in Games, Interactive Media, and Mobile (GIMM)
- August 2022 – May 2026 (Expected)

Technical Skills

- **Programming Languages**: C#, C++, JavaScript, HTML, CSS, Swift
- **Game Development:** Unity (C#), VR/AR Development (ARKit)
- **3D Modeling & Design**: Blender, UI/UX Design
- **Database & Web**: SQL, GitHub, AWS
- **Software Tools**: Visual Studio Code, GitHub, Unreal, Unity, Microsoft Office, Xcode

Diversity

- Second Generation American with Dutch heritage. I have spent significant time in Europe.
- Foreign Language Skills: Dutch (Intermediate), German (Beginner), French (Beginner)

Hobbies

- Guitar, banjo, snowboarding, wakeboarding, hiking, fishing

Relevant Technical Projects

- VR Group Flying Simulation (Blender, Unity, C#)
  - Developed a VR simulation game using 360-degree video integration.
  - Role: 3D Modeler & UI Designer – Created 3D assets, designed UI, and edited gameplay footage.
  - Skills Used: Unity, Blender, GitHub, UI/UX, 3D modeling
- Augmented Reality Group Project (Unity, ARKit)
  - Built an AR-powered racing game where players create racetracks using physical objects.
  - Role: Lead Developer – Integrated ARKit for object recognition & track generation.
  - Skills Used: ARKit, Unity (C#), UI/UX, Agile development.

References

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