



# CHARLIE BEKENDAM

STUDENT AT BOISE STATE UNIVERSITY

## CONTACT

PHONE:  
208-867-1083

WEBSITE:  
Satii775.github.io

LINKEDIN:  
Linkedin.com/in/charlie-bekendam

EMAIL:  
Charlie.bekendam@gmail.com

## HOBBIES

Travel  
Outdoor Activity  
Online Gaming

## REFERENCES

Dr. Anthony Ellertson  
Director and Clinical Professor of GIMM  
[anthonyellertson@boisestate.edu](mailto:anthonyellertson@boisestate.edu)  
(715)252-3751

Jack Polifka  
Clinical Assistant Professor  
[jackpolifka@boisestate.edu](mailto:jackpolifka@boisestate.edu)  
(224)545-3125

## EDUCATION

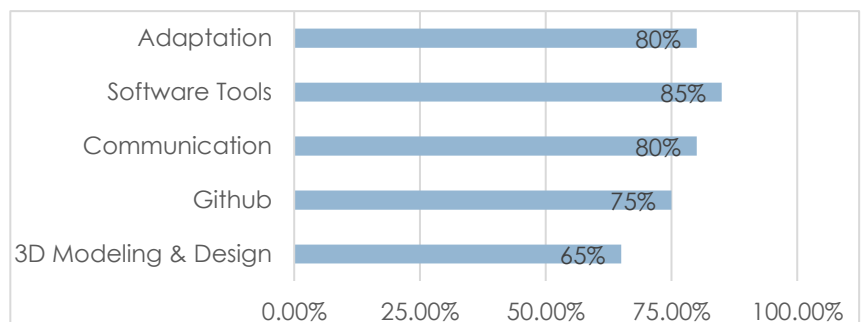
**Boise State University**  
August 2022 – Fall 2027  
Bachelor's Degree in Games, Interactive Media, and Mobile Development (GIMM)

## TECHNICAL EXPERIENCE

**Global Career Accelerator - Internship**  
August 2025–December 2025  
I worked in small teams to get experience in Web Development, Data Visualization, AI Implementation and integration, and prototyping projects.

**Autism Accessibility Checkout App as iOS developer**  
January 2025 – May 2025  
3-person development team. Used ARKit and Swift with an image detection system, and persistence with AR, also worked on UI/UX. Design for making Checking out at Boise State more manageable for someone with a high-level of Autism.

## SKILLS



## CODING AND TOOLS

Very Knowledgeable in C#, C++, JavaScript, HTML, CSS, Swift. Quick to learning new languages. Experience with Microsoft products and Adobe products.

## RELEVANT COURSEWORK

ITM 370 - AI Implementation, GIMM 310 - iOS Development, GIMM 400 - Networked Multiplayer.