Clayton Seelenmayer

Seelenmayer [at] live [dot] com

Objective

I'm a computing science graduate seeking to apply my software development and support skills in a collaborative work environment. Passionate about improving internal tools, supporting end-users, and contributing to agile teams through documentation, troubleshooting, and technical problem-solving in hopes to pursue a passion in graphics.

Please visit my online portfolio webpage for more at https://seelenmayer.github.io/ .

Education & Achievements

- VIU Bachelors of Science (double majored in computing science & mathematics).
- VIU Fundamentals of Engineering certification.
- VIU Proficiency in Language and Culture Program (Japanese 日本語 Concentration) certification.

Employment History and Community Involvement

ML56 - VR Developer (2022/08 - 2024/06)

Developed VR training scenarios, front-end interfaces, web applications, databases, and in-editor tools, while also contributing to storyboarding, special effects, quality assurance, and technical documentation. Organized daily standup meetings with artists andtesters, and showcased progress reports to investors. Company dissolved due to lack of funding.

Vancouver Island University - Tutor (2018/09 - 2019/04)

Tutored in programming, web development, data structures, algorithms, relational databases, graphics, operating systems, multi-threading, networking, and compiler development. Assisted with calculus, linear algebra, and discrete mathematics.

Max's Mushrooms - Swamper (2012/08 - 2022/08)

Contacted customers and documented orders. Loaded and organized pallets for optimal delivery efficiency, maximizing capacity while ensuring quality control. Delivered produce across regions, from Chilliwack to Port Alberni and Victoria.

French Creek House - Prep Cook (2013/05 - 2022/08)

Prepared and served meals, maintained a clean and organized kitchen and bar, and assisted with dishwashing as needed. Supported banquet service in the upstairs kitchen.

Familiar Technologies & Skills

- **Programming & Scripting Languages:** C++, C#, C, JavaScript, Bash, Python, SQL, HTML, CSS, PHP, LaTeX, Lisp, LEX, YACC, Verilog.
- **Graphics Development:** Unity, Unreal, OpenGL, Godot, Blender, GIMP, Shader Programming, Generative Design.
- **Version Control and Office:** Visual Studio, Vim, Git, GitHub, Perforce, Atlassian (Jira, Confluence), Odoo, Google Suite, Slack, Discord, Microsoft Teams, Overleaf.
- **Operating Systems:** Windows (11, 10, 7), Linux (Debian, Mint, Arch, Pop!_OS, TinyCore, Raspbian).
- **Mathematics:** Computation Theory, Linear Algebra, Graph Theory, Discrete Math, Calculus, Differential Equations, Statistics, Number Theory, Statistics, Error Correcting Codes, Topology
- **Communication:** Public speaking (product reveals, technical presentations, tutorials), project management (task delegation, team coordination, quality assurance), technical writing (documentation, tutorials, reports), social media management (public engagement, internal organization).
- **Creativity:** UI/UX design, problem solving, musical, artistic.