

# Clayton Seelenmayer

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## Objective

I'm a software engineer seeking to apply my skills in a collaborative agile environment. I'm passionate about improving internal tools, aiding designers, supporting end-users, and working on render pipelines. Please visit my portfolio 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

### **SOS Thrift Shop (Society of Organized Services, Parksville) - Shipper/Receiver (2025/11 - Current)**

Received donations, managed inventory, tested electronics, and merchandised product.

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

Developed VR training scenarios, front-end interfaces, web applications, databases, and in-editor tools for product development, while also contributing to storyboarding, special effects, quality assurance, and technical documentation for project development. Organized daily standup meetings with artists and testers, and showcased progress reports to investors.

### **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)**

Loaded and organized pallets for optimal delivery efficiency, maximizing capacity while ensuring quality control around Vancouver Island and the lower mainland. Managed invoicing, and e-commerce fulfillment for domestic and international freight with USMCA exemption.

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

Prepared meals, served banquets, maintained a clean and organized kitchen, and dishwashed.

## Familiar Technologies & Skills

- **Programming & Scripting & Markup Languages:** C++, C#, C, JavaScript, Bash, SQL, HTML, CSS, LaTeX, Lisp, LEX, YACC, Verilog, PHP, Python.
- **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.
- **Mathematics:** Computation Theory, Linear Algebra, Graph Theory, Discrete Math, Calculus, Differential Equations, Statistics, Number Theory, 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.