

Anders Halverson

Software Engineer & Game Designer

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For phone number, contact me via email

EDUCATION

University of Wisconsin-Stout, Wisconsin - *B.S. in Computer Science with a concentration in Game Design and Mathematics Minor*

Sep 2024 - May 2027

North Hennepin Community College, Minnesota - *Concurrent Enrollment*

Aug 2023 - May 2024

- Completed full-time college coursework during senior year of high school.

University of Limerick, Ireland - *Databases in Ireland, Faculty Lead Experience*

May 2025 - June 2025

- Several excursions including Silicon Docks, Limerick City, Galway, Dingle, and Dublin.
- Learned SQL, DataGrip, and how to design a database.

EXPERIENCE + PROJECTS

Justice is Blind - *Introduction to Video Game Development (UW-Stout)*

Sep 2025 - Present

- Leading a 9-person development team, creating plans, and tracking progress.
- Managing collaboration using Unity and GitHub for version control and project organization.

Gardens of New Babylon - *Introduction to Game Design (UW-Stout)*

Apr 2025 - May 2025

- Led design and iteration for a strategic board game. Managed team workflow, documented game design, and coordinated playtests.
- Awarded "Most Innovative Mechanics" at the Stout Game Expo (SGX).**

Super Short Bros. - *Computer Science 2 (UW-Stout)*

Nov 2024 - Dec 2024

- Developed a tile-based 2D platformer in JavaFX, inspired by *Super Mario Maker*.
- Programmed game objects, a level editor, a storing system, collisions, and smooth player movement with animations.

Breath of the Galaxies - *Solo project (Wayzata High School)*

Sep 2022 - Nov 2022

- Developed a 2D platformer prototype in Construct 3, inspired by the spherical physics of *Super Mario Galaxy*.
- Placed 3rd in a nationwide game design competition. (STEM Fuse "Got Game?").**

SKILLS

Tools: Unity, Unreal Engine, GitHub, Visual Studio, Blender, Adobe Illustrator, Eclipse

Game Design: Level Design, Documentation, Playtesting, Iteration

Courses: Data Structures, Databases, Calculus 3

Programming: C++, C#, Java, Python, OpenGL, SFML