Russell Andlauer
randlauer@gmail.com
760-473-1452

Objective

- Computer Science student seeking software development internship at Electronic Arts.
- Hoping to enhance my education and gain real-world experience developing software in a professional environment.

Education

Utah Valley University, Orem, UT
- Bachelor of Science in Computer Science,   Anticipated Graduation: May, 2017
    - minor in Digital Media

Palomar Community College, San Marcos, CA   Attended: 2010-2013
- General Education coursework

Relevant Coursework

Introduction to Algorithms and Data Structures
- **Developed programs using C++** and an object-oriented approach, used file I/O to store data structures

- **Data structures** covered in the coursework include: trees, vectors, records, linked lists, advanced arrays, dynamic data structures, searching and sorting, and graphs

Object-Oriented Programming
- Developed programs using **C++** that covered key concepts in object-oriented design such as; pointers, dynamic memory allocation, linked lists, inheritance, polymorphism, exceptions, templates

Computer Organization and Architecture
- Used assembly language to understand concepts of computer organization including; instruction sets, memory organization, and programming in assembly

Discrete Structures
- Covers algebraic structures applied to computer programming. Includes: algorithm analysis, logic, sets, relations, graphs, trees, and Boolean algebra.

College Algebra, Trigonometry, Calculus

Introduction to Programming
- Developed programs using **C#**, learned fundamental concepts of computer programming including; problem solving, structure, syntax, design techniques, decision logic, loops, functions

3D Modeling Essentials
- Utilized version control software **Github** throughout the semester to update the full-semester project

Digital Media Essentials
- Introduced development tools and design techniques for creating digital media using the **Adobe Creative Suite**

Technical Skills

- Educated through the use of **C++,** and **C#**, and **JavaScript** programming languages

- Received instruction for creating and managing projects with: **Microsoft Visual Studio**, **Maya**, **Unity**, the **Adobe Creative Suite,** and **Github**

- Instructed utilizing version control software

- Proficient creating environments with **Source SDK**

- Through personal study, familiar with: **Unreal Engine UDK, using Java Consoles, Gamestudio A8, Cry Engine, Blender**

Personal Skills

- Proficient Problem-Solver
- Highly experienced working as part of a Team
- Organized

- Detail-oriented
- Motivated learner

Employment History

Supplemental Instruction Leader, Utah Valley University   January, 2015 – Present
- SI Leader for the Introduction to Programming Class

Computer Science Academic tutor, Utah Valley University   January, 2015 – Present
- Tutor in the Computer Science Tutoring Lab

Legoland California, Carlsbad, CA   June, 2007 - Nov. 2011
- Attractions Associate, On-the-Job Trainer, Acting Manager

Magellan Aviation, Carlsbad, CA   June. 2010 - Jan. 2011
- Line-Service Technician