




DAVID GRIFFITH

Quality Assurance Engineer | Software Developer

 Salt Lake City, Utah
 712-209-9762
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+ SKILLS

- C#
- Algorithms & Data Structures
- .NET
- ASP.NET
- Java
- Kanban
- Trello
- Scrum
- CSS
- JavaScript
- HTML
- C++
- Python
- SQL
- LINQ
- Unity
- Unreal Engine
- Visual Studio
- GitHub
- Windows Forms
- WPF
- Detail Oriented
- Knowledge Driven

+ ABOUT ME

Connect with me on [LinkedIn](#) | [Itch.io](#) | [GitHub](#) to learn more

+ WORK EXPERIENCE

- Neumont Game Studios MAR 2025 - PRESENT
FULL STACK INTERN | GAME DEVELOPER
 - Created an algorithm to generate over 1000 unique levels.
 - Built an inventory system allowing for infinite item types and quantities.
- Motorola Solutions JAN 2025 - MAR 2025
SOFTWARE ENGINEER | QA INTERN
 - Enhanced existing code by refactoring to remove over 200 compiler warnings and messages.
 - Added additional unit tests covering over 2000 lines of code.
- Perlex TD SEP 2024 - DEC 2024
GAME DESIGNER & DEVELOPER | CAPSTONE
 - Utilized Perlin Noise maps to create randomly generated maps with a natural appearance and over 500 nonillion unique maps.
 - Customized the A* algorithm to allow for 4 additional factors beyond distance to goal.

+ EDUCATION

- Neumont College of Computer Science 2025
BACHELOR OF SCIENCE, SOFTWARE ENGINEERING & GAME DEVELOPMENT
 - Expected to graduate with honors, Suma Cum Laude, September 2025.
- Iowa Lakes Community College 2022
COMPUTER PROGRAMMING (AAS)
 - Graduated Cum Laude 2 days before high school graduation.
- Iowa Lakes Community College 2022
GAME DESIGN & DEVELOPMENT (AAS)
 - Graduated Cum Laude 2 days before high school graduation.