Bryce Archer

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Education

Computer Science | May 2020 | Michigan State University   **University GPA: 3.46**
Major GPA: 3.42

- Major: Computer Science; Minor: Game Design
- Related coursework: Object-Oriented Programming (OOP), Algorithms and Data Structures, Computer Organization and Architecture, Operating Systems, Game Design and Development, Web Development, Computer Graphics, Computer Networks
- Awards: Dean's List (Spring 2016, Fall 2018, Spring 2019), Best Animation (OOP)
- *Magic Cat in a Purple Hat* (Gamejolt Page: https://gamejolt.com/games/MCPH/440780):
  - *Project* Scope: Spent semester as Audio Lead for game development in Game Design Studio Course. Worked on creating variety of sounds and music. Worked with programming team to create Audio Manager and call sounds when appropriate.
  - *Tools*: Visual Studio Code, Roli Instruments, Logic Pro X, and Unity.
- Senior Computer Science Capstone Design Project:
  - *Project Scope*: Worked with a team of five students to create a Web App to translate phone functions to the head unit's dashboard for Volkswagen in attempt to minimize phone usage. Developing the front-end to give access to these functionalities in a user-friendly environment.
  - *Tools*: Visual Studio Code, TypeScript, and Angular.

Skills & Abilities

Languages

- Python, C++, C, C#, Assembly Language, JavaScript, Java, jQuery UI, SQL, PHP, Bash, Linux, Angular, TypeScript, and HTML

Game Development & Design Tools

- Visual Studio, Microsoft SharePoint, Workflows, GitHub/GitLab, Trello, Database Development, Bluetooth Programming
- Proficient in Unity 3D Game Engine with correlation with Visual Studio Code
- Logic Pro X and music production tools such as ROLI.

Experience

Object-Oriented Programming ULA | Michigan State University | Aug 2019 – Present   **East Lansing, MI**

- Selected through an application process to assist professor with Object-Oriented Programming course for Fall Semester 2019.
- Currently leading help room hours to answer student questions on assignments, in addition to online help and grading.

Customer Program Manager Intern | Harman International | May 2019 – Aug 2019   **Novi, MI**

- Researched and applied Bluetooth programming in order to successfully recreate an exploit on car head units.
- Monitored, organized, and managed Subaru head units with the Subaru Connective Car team
- Used bash, PHP, and HTML to create a database and import it into a website to display information on a self-designed webpage.
- Studied a raspberry pi's Bluetooth ability to successfully run head unit commands by establishing a Bluetooth connection.

HR/IT Intern | Aptiv Technical Center | May 2018 – Aug 2018   **Troy, MI**

- Contributed to the planning and organization of campus wide company events for employees working in the North American headquarters.
- Designed a tournament bracket system through programming and online resources for fundraising event.
- Nominated by head of team to the opportunity to manage, monitor, contribute to an ad campaign to Aptiv internal website.

IT Intern – SharePoint Design and Development | TI Automotive | May 2017 – Aug 2017   **Auburn Hills, MI**

- Improved system efficiencies by designing efficient "workflow" for the reporting SharePoint page.
- Utilized research and experience regarding the layout of SharePoint to contribute to SharePoint upgrade for firm.
- Troubleshooted issues employees presented to the Help Desk by using communication skills to implement changes employees desired.

Leadership

Alpha Sigma Phi Fraternity

- Held Guardian position, representing one of the nationwide known Fraternity values.
- Contributed to social, rush, new member education, and presidency committees within the Fraternity and organized community events.

Project Leader

- Project leader for game design team in Object Oriented Programming course for a team consisting of five students.
- Designed an arcade style game as final assignment for project. Team was awarded an "A" as a result of efforts and quality of final product.