

# Amber Renton

arenton@umich.edu | Ann Arbor, MI | amberr.dev

## Education

**University of Michigan Ann Arbor** (September 2018 - May 2022)

BSE in Computer Science

3.403 GPA

### Relevant Coursework

- EECS 281: Data Structures and Algorithms
- EECS 370: Introduction to Computer Organization
- EECS 376: Introduction to Computational Theory
- EECS 485: Web Systems
- EECS 493: User Interface Development
- EECS 494: Introduction to Game Development

---

## Skills

### Languages & Tools/OSes

C++, C#, HTML, CSS, Python, Git, Windows, WSL

### Software

Visual Studio, VS Code, Ubuntu, Unity, Jira, Confluence, Bitbucket, Github Desktop

---

## Activities



### President of WolverineSoft ([wolverinesoft.org](http://wolverinesoft.org))

(2018 - present) a University of Michigan engineering sponsored student organization focused on game design and development  
Organizing and speaking at weekly meetings of up to 50 students that promote interactive discussion of game development algorithms in C#/C++, implementations, and designs. Leading outreach and maintaining contact with several company sponsors. Hosting hackathons and conference trips.



### Studio Director & Producer at WolverineSoft Studio ([wolverinesoft-studio.itch.io](http://wolverinesoft-studio.itch.io))

(2019 - present) a University of Michigan MDP focused on game design and development  
Overseeing task assignment to members of a 30-student game studio in an agile workflow; leading the management, recruitment, outreach, and logistics of maintaining the studio. Facilitating documentation through Confluence. Writing and designing the graphics for informational packets.

---

## Employment



### Instructional Aide for EECS 494: Introduction to Game Development ([eecs494.com](http://eecs494.com))

(2020) University of Michigan undergraduate hire for instructional assistance in upper-level CS Course, EECS 494  
Assisting in the instruction of introductory through high-level C# operations and syntax. Hosting weekly office hours and answering Piazza questions regarding Unity, C#, and general game design/development.



### Software Engineering Intern at Spellbound ([spellboundar.com](http://spellboundar.com))

(2020) an augmented reality game development studio in Ann Arbor for children in hospitals  
Designing a completely new augmented reality mobile RPG "Scavenger Hunt" within 14 weeks. Developing and implementing core features in Unity, Vuforia, and C#. Creating 2D in-game art assets and concepts in Adobe Photoshop and Adobe Illustrator.



### Co-owner, Lead Programmer and Artist for Abaca Games LLC ([abacagames.org](http://abacagames.org))

(2018 - 2019) an indie video game studio based in Kentucky that advocates for climate action and social innovation  
Revised, debugged, and produced C# scripts to implement core features of a 2D mobile choice-making game in Unity. Marketing and multiple instances of project pitching to secure funding.