

Amber Renton

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Education

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

BSE in Computer Science

3.403 GPA

Skills

Languages & Tools/OSes

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

Software

Unity, Jira, Confluence, Bitbucket, VS Code, Adobe Illustrator, Adobe Photoshop

Personal Projects



Portfolio Website (amberr.dev)

(2019 - present) A personal website showcasing past and current projects and artwork, as well as development blog posts

Programmed and designed from scratch in HTML/CSS. Hosted on Github Pages. Features multiple game projects, including game jam games and a remake of an NES classic.



DreamWillow (wolverinesoft-studio.itch.io/dreamwillow)

(2019) A 30-person team developing a top-down twin-stick dungeon crawler / shooter

Assigned weekly tasks to a 9 person subteam through Jira. Created in-game sprites through Adobe Illustrator and Adobe Photoshop. Set up animators and animation logic in Unity and C#.

Activities



President of WolverineSoft (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 implementations and designs. Leading outreach and maintaining contact with several company sponsors. Hosting game jams and conference trips as far as San Francisco.



Studio Director of WolverineSoft Studio (wolverinesoft.org)

(2019 - present) a University of Michigan MDP focused on game design and development

Overseeing task assignment to members of a 50-student game studio in an agile workflow; leading the management, outreach, and logistics of maintaining the studio. Writing and designing the graphics for informational packets.

Employment



Software Engineering & 2D Art Intern at Spellbound (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)

(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.