Blaise A. Rettig

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EDUCATION

Chapman University, Fowler School of Engineering — Orange, CA
B.S. Computer Science; Game Development Programming Minor; GPA: 3.96 — *Aug. 2022 – Present*
6x Provost's List, Dean's Scholar

EXPERIENCE

Student Grader — Orange, CA
C.U. Schmid College of Science and Technology — *Jan 2025 - Present*
- **Linear Algebra and Differential Equations**: Prepared keys for all homework sets; graded homework, quizzes, exams and assignments following the instructor's guidelines.

Software Engineer Intern — Orange, CA
C.U. Residence Life and First Year Experience — *Jan 2025 - May 2025*
- **Python**: Leveraged OOP principles to develop a scalable GUI application to automate otherwise time-consuming managerial duties.
- **Selenium**: Interfaced with Selenium to automate the access and completion of web-based tasks, saving end users' time.
- **Dear PyGui**: Utilized Dear PyGui to create an elegant, performant, and user-friendly application.

Resident Advisor — Orange, CA
C.U. Residence Life and First Year Experience — *Mar 2023 - May 2025*
- **Management**: Responsible for the well-being of 50 Residents under direct supervision and 400+ total each year.
- **Involvement**: Organized, planned, and executed monthly programs/events to build a healthy community.
- **Guidance**: Mentored underclassmen both academically and as individuals for success.

Deputy Sheriff Intern — Seattle, WA
King County Sheriff's Office — *May 2024 - Aug 2024*
- **Law Enforcement**: Rode-along with, shadowed, and performed patrol duties with a commissioned King County Sheriff's Office Deputy on assigned DUI emphasis patrol in the City of Burien, King County, Washington.
- **Evidence Management**: Wrote reports and collected/documented/processed evidence for use in criminal trials.

Student Tutor — Orange, CA
C.U. Tutoring and Learning Center — *Aug 2023 - May 2024*
- **1:1 Instructor**: Provided tutoring in the following subjects: computer science I/II, data structures, introductory mathematics, calculus I/II/III, general chemistry I, macroeconomics.

PROJECTS

- **Noble**: My own strongly-typed, compiled programming language that I am actively developing! Click the link for more info.
- **Csteroids**: An Asteroids inspired roguelite written entirely from scratch in C with the help of SDL3, a low-level graphics API. Click the link to play!
- **Banish the Light**: A 2025 IEEE GameSig Showcase semi-finalist, BTL is a 2D, dungeon-crawling Roguelike in active development as part of the Game Development capstone at Chapman University. Click the link to view our trailer.
- **PSX Horror**: A still unnamed horror exploration game where you play as a schizophrenic factory security guard. In active development with a team of IEEE GameSig Showcase winners. Click the link for media.
- **C2**: An application to automate and network form submissions as part of my SWE internship. Click the link for more info.

PROGRAMMING SKILLS

Languages: Python, C, C++, C#, Java, Rust, SQL, SQLite

Tools: Git, Docker, Unity, PlasticSCM, Selenium, SDL3, Unreal, Aseprite, fmod, Blender