

Cameron S.J. Levine

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Education

University of Wisconsin - Whitewater, Bachelor of Letters & Sciences

- Major: Computer Science
- Minors: Media Arts & Game Development, Art Studio (Graphic Design)
- GPA: 3.8
- Graduation Date: May 2022

Experience

- Remotely designed and programmed a login web page for iButtonLink, as part of a college group project. It was my first time developing something using agile methodologies, and although the company decided not to use our work, it was still a valuable experience in learning how to professionally develop software. (2020)
- Designed and programmed the interface of a website that used a database to retrieve information about video games, as part of a college group project. Using MySQL, the site would populate search results with game titles, genres, ratings, and more, based on the search query. (2020)
- Programmed a maze-solving game AI based on the A* algorithm for a college project. It was made using C++, and was a frame-by-frame game in the console, where you tried to make it to the end before the AI caught you. Depending on the difficulty, the AI would either take the shortest path to the player's current position, or it would randomly choose between taking the shortest or longest path. (2021)
- Programmed multiple games in C# with the Unity game engine, from platformers to shooters. All of them are either playable in the browser online or free to download, and some were made in a team while others were solo. (2020-present)
- Experience in building and maintaining PCs. The current computer I use was made from individual parts I selected myself, and I built it specifically with longevity in mind. (2019-present)

Technical Skills

- Proficiency in C#, C++, HTML/CSS
- Experience with Java, JavaScript, SQL

Relevant Coursework

Computer Science

- Intermediate C++, JavaScript and DHTML, Data Structures, Software Engineering, Database Management Systems, Cryptography and Network Security, Introduction to A.I., Server-side Scripting