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

Game Development Experience

- Made "Aqua Plane", a 2D top-down shooter. It was a solo project made in Unity, made with the limitation that everything dies in one hit. This project marked the first time I made a game completely of my own volition, the first time I tried sprite work, and the first time I made sound effects. It was made in the same way as "Brushstroke", except sound effects were made using Bfxr.
- Made "Brushstroke", a 3D dungeon crawling RPG. It was a solo college project made in Unity, where I made the whole game from the ground-up. I programmed in C#, used Adobe Illustrator for the UI and visual assets, composed the music in MuseScore, and used royalty-free sound effects to make this game.
- Programmed "Duck Warrior", a 2D platformer. It was a college group project where I coded the whole game in Unity, along with implementing all the assets. It was a two-person project, where I worked with a visual artist who provided the 2D sprites and UI elements I needed for the game.
- 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.

Technical Skills

- Proficiency in C#, C++, HTML/CSS, Unity, and Adobe Illustrator
- Experience with Java, JavaScript, SQL, Unreal Engine 4, and Adobe Photoshop

Relevant Coursework

- Intermediate C++, JavaScript and DHTML, Data Structures, Software Engineering, Database Management Systems, Cryptography and Network Security, Introduction to A.I., Server-side Scripting
- Intro to Media Arts & Game Development, Design for Digital Media, Drawing for Digital Media, Game Development, Game Studies and Design, Media Arts & Game Development Team Projects, Media Arts & Game Development Portfolio Capstone