

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 “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 “Culling the Blood Red Forest”, a 3D first-person shooter. It was a college group project where I wrote C# scripts in Unity, contributed ideas to the game’s design, and worked within the Unity editor itself to implement 3D models, UI assets, sound effects/music, and to bugtest.
- 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.

Technical Skills

- Proficiency in C#, C++, HTML/CSS
- Proficiency using the Unity game engine
- Proficiency using Adobe Illustrator
- Experience with Unreal Engine 4, blueprints
- Experience with Java, JavaScript
- Experience with Adobe Photoshop

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

Media Arts & Game Development

- 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