Casey Roell

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# Education

University of Michigan Ann Arbor (Expected graduation - December 2018)

Major in Computer Science / Minor in German

*College of Literature, Science, and the Arts*

GPA – 3.686/4.0

# Relevant Coursework

EECS 494 (Computer Game Design and Development)

EECS 388 (Introduction to Computer Security)

EECS 376 (Foundations of Computer Science)

EECS 281 (Data Structures and Algorithms)

SI 320 (Graphic Design)

ARTDES 178 (Animation for Non-majors)

# Work Experience

University of Michigan Dining (March 2016 – Present) - *Computer Consultant*

* Work with Microsoft Excel – write Macros to process inventory data
  + Automates process to save company multiple hours per day
* Maintain and update menu generator using XML/XSL and HTML/CSS
* Design, develop, and maintain Google Forms with CSS/HTML/JavaScript

# projects

Real or No Deal (Video Game) – November/December 2017

* Developed in Unity; created by a group of 4 in EECS 494 over an 8 week period
* A competitive multiplayer puzzle-platformer racing game where two teams of rope-joined players must throw and reel each other through puzzles to reach the finish.

50 Shades of Door (Video Game) – October 2017

* Developed in Unity; a solo prototype project in EECS 494 created over 2 weeks
* A 2D puzzle platformer where the player must use color to solve puzzles and navigate through the world

Armament (Video Game) – November 2017

* Developed in Unity; created by a group of 4 in a 42-hour UofM game jam
* A bullet-hell style game that earned 1st place among student groups

Personal Game (Video Game) – Summer 2017

* Developed in Unreal; a personal project created over summer 2017
* A single-player, first-person puzzle platformer which focuses on solving puzzles with teleportation

# SKILLS

Programming: C++, C#, Python; familiar with Java, HTML, CSS; Git

Software: Unity, Adobe Photoshop, Blender, Microsoft Office