Chase Christensen

1461 West Medicine Lake Drive
Plymouth Minnesota, 55441
christensenc3526@my.uwstout.edu
Cell:612-390-9011

Education
- B.S. in Game Design and Development from the University of Wisconsin Stout
- Computer Science Concentration • Applied Language Minor • Graduated spring 2017

Relevant Courses
- Computer Science 1 • 2D Game Design and Development • 3D Game Design and Development • Computer Science 2 • Data Structures • Data Base Systems • Game and Education • Web and Internet Programming • Intro to Computer Organization • Physics Models in Games • Discrete Mathematics • Software Engineering • Google Project Tango Development • Calculus 2 • Game in Education • College Physics

Technical Skills

Programming
- C++ • C# • HTML • JavaScript • SQL • Java • C • Assembly • Python

Integrated Development Environments
- Eclipse • MonoDevelop • Visual Studio • jGrasp
  • Adobe Dreamweaver • MySQL • Hyperion • Unity Game Engine • Brackets
  • Project Jupyter • Code::Blocks • Atom

Experience

University of Wisconsin Stout PC-Repair Manager Menomonie Wisconsin, May 2016-May 2017
- Trained 20+ employees standard procedure for creation and implementation of tickets via our ticket system
- Managed and ran the PC-Repair area debugging and repairing faculty and staff machines with both hardware and software problems.
- Interviewed and hired new technicians for the Technology Help Desk.
- Set up and installed computers for faculty and Staff across campus.

iDtech Lead Instructor Milwaukee Wisconsin, June 2016-August 2016
Taught:
> Intro to Java with Minecraft Modding • RPG Game Design with Torchlight Guts • Mobile Game Design with Stencyl • Mobile Game Design with Unity • FPS Game Design with Team Fortress 2 and Hammer • Adventures in Game Design with Minecraft • JavaScript Game Design with Brackets

UW-Stout Technician Menomonie Wisconsin, June 2013 –May 2016
- Debugged software and hardware based problems.
- Collaborated and Communicated with departments.
- Provided customer service and technology support to the UW Stout Campus.

iDTech Instructor Madison Wisconsin, June 2015-August 2015
Taught:
- C# and Mobile Game Design in Unity Game Engine • RPG Game Design and Development using Torchlight Guts. • Beginning Mobile Game Design using Stencyl development tool.

SQL Report Developer Menomonie Wisconsin, January 2015-February 2015
- Used SQL to create reports for the University General Services using Hyperion, and MySQL.

Chase Christensen

References

Kara Cohagen
IDtech Hiring Manager
Former Director ID Tech Milwaukee
660-349-0570
Kcohagen@idtech.com

Diane Christie
Program Director, B.S. Computer Science
Professor of Computer Science/Mathematics
231E Jarvis Hall Science Wing
University of Wisconsin-Stout
Menomonie, WI 54751
715-232-1213
christied@uwstout.edu

Sasha King
EStout Program Coordinator
715-232-5326
kingsa@uwstout.edu

Daniel Turvey
IDtech Regional Manager
669-237-7299
Dturvey@idtech.com