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 • Database 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 •Games 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

Activision Quality Assurance Eden Prairie Minnesota, July 2017-November 2017 (contracted position)
- Worked with 60 other testers to help maintain and track the quality of Call of Duty WWII.
- Reported issues about ,but not limited to, Art, lighting, consistency, graphics, collisions, AI, menus, player experience, and networking.
- Used software to communicate with devs as well as track and add additional information to reported issues if needed.

University of Wisconsin Stout PC-Repair Manager Menomonie Wisconsin, May 2016-May 2017
- Promotion from UW-Stout Technician Menomonie Wisconsin, June 2013 –May 2016
- 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 or staff machines with both hardware and software related issues.
- Interviewed and hired new technicians for the Technology Help Desk.

iDtech Lead Instructor Milwaukee Wisconsin, June 2016-August 2016
- Promotion from iDTech Instructor Madison Wisconsin, June 2015-August 2015
- **Taught:** Intro to Java with Minecraft Modding • RPG Game Design with Torchlight Guts • Mobile Game Design • Mobile Game Design with Unity • FPS Game Design with Team Fortress 2 • Adventures in Game Design with Minecraft • JavaScript Game Design with Brackets • Mobile Game Design in Unity Game Engine • RPG Game Design and Development

SQL Report Developer Menomonie Wisconsin, December 2015-February 2015
- Used SQL to create reports for the University General Services within 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