1461 West Medicine Lake Drive

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**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.

References

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