David Sohn

26590 Glenwood Drive   LinkedIn: www.linkedin.com/in/david-sohn
Novi, Michigan 48374   Email: dcsohn@umich.edu
Phone: (248)-607-8412   Portfolio: https://davidsohn52.github.io

SKILLS

Proficient in: C++, Unity and C#, Java, Python (Flask), Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere), GitHub, Jira, Confluence, Bitbucket

Other Skills: Visual Studio and Xcode, Android Studio, Raspberry Pi Programming

EDUCATION

University of Michigan, Ann Arbor, MI
Expected Graduation Date: December 2020
Fall 2018 - Present, B.S. in Computer Science   *Current GPA: 3.78*
*Courses: EECS 494 (**Computer Game Design**), EECS 388 (**Introduction to Computer Security**), EECS 485 (**Web Systems**), EECS 492 (**Introduction to Artificial Intelligence**), EECS 280 & 281 (**Data Structures and Algorithms**), EECS 370 (**Computer Organization**), ARTDES 176 (**Graphic Design for Non-Majors**)*

University of Michigan Dearborn, Dearborn, MI
Fall 2016 - Winter 2018   *Cumulative GPA: 3.96*
Courses: Data Structures and Algorithms, Mobile App Development, Software Engineering

EXPERIENCE

University of Michigan, Instructional Aide   01/2020 - 04/2020
- Assisted professor in lectures and grading for EECS 494.
- Helped students learn Unity and the iterative design process in office hours and online help forum.
- Adapted course to move to online instruction and grading.

Contact: Austin Yarger - ayarger@umich.edu

WolverineSoft Studio Long Term Project - Io   01/2020 - 04/2020
- Collaborated with around 50 other students to create a 2D action platformer over the course of a semester and published on itch.io. https://wolverinesoft-studio.itch.io/io
- Designed and implemented several special effects as part of the visual effects pod.
- Adapted meeting and collaboration strategies to move to remote work.

Independent Game Development, Bedtime Blind
- Coordinated with another team member over one month to put a puzzle-memorization game on itch.io. https://david-sohn.itch.io/bedtime-blind
- Created several UI elements as well as pixel art assets.

ADDITIONAL EXPERIENCE

- **WolverineSoft** (09/2018 - Present)
  - Treasurer (01/2020 - Present)
  - WolverineSoft "Turkey Jam" Game Jam (November 22-24, 2019)
  - WolverineSoft "Shammy Jammy" Game Jam (March 22-24, 2019)
- **Michigan Animation Club** (09/2018 - Present)
  - Hospital Project

- Animated a section of an education video based on an animatic.