

David Sohn

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Portfolio: <https://davidsohn52.github.io>

SKILLS

Proficient in: C++, Unity and C#, Java, Python, Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere), GitHub, Atlassian Software (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 Summer Project - Pod Lead

05/2020 - 08/2020

- Lead and managed the level design pod. Coordinated efforts from designers, artists, programmers and musicians to design fun, engaging, and consistent levels.
- Managed tasks, documentation, and project repository using Atlassian software.
- Iterated and redesigned levels based on playtesting feedback, including from industry professionals.

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.

ADDITIONAL EXPERIENCE

- **WolverineSoft** (09/2018 - Present)
 - Treasurer (01/2020 - Present)
 - WolverineSoft Game Jams (3/22/2019, 11/22/2019)
- **Michigan Animation Club** (09/2018 - Present)
 - Hospital Project

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