

Devin Fink

Computer Science and Game Development Student

☎ 801-441-9442 | ✉ devinfink007@gmail.com | 🌐 Devin Fink | 📧 devinFink

EXPERIENCE

QA Intern

Riverton, UT

Church of Jesus Christ of Latter Day Saints

May 2025 - Ongoing

- Worked in the language translation team to ensure rapid and bug-free releases
- Wrote and maintained a large suite of manual test cases covering 2 different apps simultaneously
- **Soft Skills:** User Experience, Developer Interaction, Ability to meet Business Demands

Jr. QA Engineer

Salt Lake City, UT (Remote)

WebstaurantStore

Jan 2024 - March 2025

- Contributed to a large suite of automated tests, covering a wide swathe of environments including the primary storefront, backend API's and databases, and internal tools.
- Added to an expansive framework filled with different tools and classes for use by all QA members
- Operated in a fully Agile environment with daily standups and bi-weekly refinement meetings
- Scripted in Groovy, using the Selenium framework for frontend web testing
- **Soft Skills:** Task Organization, Large-Scale Software Contribution

QA Technology Intern

Salt Lake City, UT

University of Utah

Jan 2022 - Dec 2023

- Worked as a member of the QA team focused on automated testing University tools used by thousands of students
- **Soft Skills:** Teamwork, Time Management, Communication, Presentation Skills

PROJECTS

Clockwork Sword

Salt Lake City, UT

Gameplay/UI Engineer

Aug 2024 - April 2025

- Isometric, action RPG that centers on a dark steampunk aesthetic
- Created the majority of the UI functionality as well as underlying systems such as Status Effects and Score.
- Worked in the Game Save system to track player's high scores and post them to Steam Leaderboards
- Built over 9 months with a studio of 30+ members.

Immunity Wars

Salt Lake City, UT

Engineer

Jan 2024 - May 2024

- Tactical Strategy game simulating the human immune system, taking inspiration for real bodily functions
- Designed VFX and particles for character abilities and interactions using Godot's built-in render pipeline and particle system
- Contributed to the Enemy Abilities and created Sound effect and music manager
- Built over the course of 3 months with a team of 5

Elemental Engagements

Salt Lake City, UT

Engineer

Aug 2023 - Dec 2024

- Real-time-strategy game where players take control of a major God, attempting to sway minor Gods to their side by gaining favor
- Contributed to systems for Unit Behavior, Player Abilities, and Combat. Also implemented all Sound Systems.
- Built over the course of 3 months with a team of 6

EDUCATION

University of Utah

Salt Lake City, UT

Bachelor of Science in Computer Science, Emphasis in Entertainment Arts and Engineering (EAE)

Jan 2022 - Dec 2025

- **GPA:** 3.797, Dean's List
- **Courses:** Rendering with Ray Tracing, Interactive Computer Graphics, Traditional Game Development

SKILLS

Programming: C, C++, DX12, C#, Java/Groovy, Selenium, SQL, HTML/CSS, OpenGL

Software: Unity, Godot, Git/Github, Docker, Azure DevOps, Visual Studio, VSCode, JetBrains IDEs

Soft Skills: Optimism, Remote Work, Documentation, Presentation Skills, Teaching, Teamwork, Time Management

July 16 2025