Devin Fink

Computer Science and Game Development Student

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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:** Software Practice I & II, Computer Organization, Interactive Computer Graphics, Algorithms, Traditional Game Dev

  Data Analysis, Calculus 1-3, Linear Algebra

Vandegrift High School   *Austin, TX*
High School Diploma   Aug 2015 - May 2019
- **GPA: 3.775**, National Honor Society, Boy Scouts of America Eagle Scout

EXPERIENCE

Jr. QA Engineer   *Salt Lake City, UT (Remote)*
WebstaurantStore   Jan 2024 - Present
- Created and maintained 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:** Teamwork, Communication, Time Management, 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 manual testing University tools used by thousands of students
- Lead Team meetings, organized tasks, and tracked and reported bugs
- Built automated test scripts that are still used for University Apps
- **Soft Skills:** Teamwork, Time Management, Communication, Presentation Skills

PROJECTS

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
- Produced multiple music tracks and sound effects to enhance the feel of the game
- Built over the course of 3 months with a small 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
- Split-screen multiplayer provided unique challenges for the team to overcome
- Built over the course of 3 months with a team of 6

Clockwork Sword   *Salt Lake City, UT*
Engineer   Aug 2024 - Present
- Isometric, action RPG that centers on a dark steampunk aesthetic
- Gives players the freedom to build and customize their weapon with multiple forms, charges, and abilities
- Built over 9 months with a full studio of 30+ members.

SKILLS

Programming: C/C++, C#, Java, Groovy, Selenium, Python, R, SQL, HTML/CSS, WebGL,

Software: Unity, Godot, GameMaker, Typst, Google Suite, Git/Github, Docker, Azure DevOps, Visual Studio, VSCode, JetBrains IDEs, Eclipse, Windows,

Soft Skills: Optimism, Works Well Under Pressure, Remote Work, Customer Service, Documentation, Presentation Skills, Teaching, Teamwork, Time Management

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