David Amidon

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Education

Bachelor of Science in Game Programming | Anticipated Graduation May 2028
Champlain College, Burlington, VT
- GPA: 3.9 (4.0 Scale)
- Dean's List (Requires GPA of 3.5 or higher) | Spring 2025
- President's List (Requires GPA of 4.0) | Fall 2024

Skills

- C++, C# (.NET)
- Unity, Unreal Engine 5
- Git
- OpenGL
- Adobe Suite

Game Projects

Website Development Lead
Little Guy Grove | January 2025 - May 2025 | Developer size 20
- Managed a small team to develop and update a website related to the ARG being made by the class.
- Designed and worked with the other teams to create and populate visuals and content for the website.
- Collected and organized data from the website to see what was working to improve engagement.

Lead Programmer
Project Knockoff | January 2024 - March 2024 | Unity | Developer size 1
- Developed 2D retro games, where the player can pick from a variety of retro-inspired games to play.
- Implemented all assets for the game, including art, audio, and code.
- Created and built the website that hosts the games, so people could play the games.

Experience

Grounds Maintenance
Vernon Advent Christian Home, Vernon, VT | July 2025 – August 2025
- Maintained outdoor areas around the campus, keeping all areas well-kept for residents.
- Handled lawn mowing, trimming, and general upkeep around the property, keeping everything neat and welcoming.

Parade Manager
Brattleboro Goes Fourth, Brattleboro, VT | July 2020 – Present
- Managed the production and creation of updates/videos relating to the 4th of July Parade in Brattleboro, Vermont.
- Oversaw sections of the parade and communicated with other managers to keep the parade moving without any problems.
- Gave flags to people watching the parade prior to the parade starting, allowing them to participate in the parade.