
Drew White

Computer Science and Game Design and Development Student

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EDUCATION

Michigan State University, East Lansing, MI - *Bachelor of Science*

MAY 2023

GPA: 3.8

Jackson High School, Jackson, MI - *Valedictorian*

AUGUST 2015 - MAY 2019

GPA: 4.0

EXPERIENCE

Spartasoft Studio, East Lansing, MI - *Programming Director* **JANUARY 2022 - DECEMBER 2022**

- Started the student-run Spartasoft Studio and formed the programming pillars of its development.
- Served as a scrum master for the agile meetings and ensured the team maintained a cohesive vision of the project.
- Assisted in asset creation and served as a communicator between the different disciplines of the studio.

West Monroe Partners, Chicago, IL - *Product Engineering Intern*

JUNE 2022 - AUGUST 2022

- Learned and utilized valuable full-stack skills such as React, Node, PostgreSQL, and overall agile principles that helped drive development for the client.
- Worked with systems involving the Polygon blockchain to help drive product growth and quality.
- Made full use of the networking growth opportunities present during the internship including career events, workshops, and insightful talks with many consultants present at the firm.

Starforged Studio, East Lansing, MI - *Technical Designer*

NOVEMBER 2019 - JUNE 2021

- Worked with multiple teams using communicative and technical skills to add functionality and level cohesion to a 3D video game project, including 3D modeling work in Blender/Maya/Zbrush.
- Created prototype levels that were used to gain entrance into Michigan State University's Hatch program, granting the studio new opportunities and fund sources.

TECHNICAL SKILLS

- Unity game development, including C# programming. Experience with Blender and art pipelines. Scripts/tools that focus on being designer-friendly.
- Experience with agile development and project organization, including Jira/Confluence experience.
- Python/C++. Front end experience with React and Node utilizing JavaScript/TypeScript. Database experience through PostgreSQL.

TEAM/SOFT SKILLS

- Devoted to learning and delving into new areas of game development.
- Leadership, ranging from cross-discipline facilitation to managing workflows.
- Being accountable and taking ownership of work in a team setting.