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# Drew White

## Computer Science and Game Design and Development Student

1097 Pointe North

Jackson, MI, 49201

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## EDUCATION

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

**MAY 2023**

GPA: 3.9

**Jackson High School, Jackson, MI** - *Valedictorian*

**AUGUST 2015 - MAY 2019**

GPA: 4.0

## EXPERIENCE

**Polly's Country Market, Jackson, MI** - *Cash office manager*

**APRIL 2021 - AUGUST 2021**

- Handled funds, the Michigan Lotto, and select stock. Used careful money management and arithmetic skills to make deposits at the end of every night.
- Used leadership skills to manage the cashiers and baggers on shift. Handled all customer service such as complaints, stock questions, etc.

**Starforged Studios, East Lansing, MI** - *Level designer*

**NOVEMBER 2019 - JUNE 2021**

- Working 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.
- Creating prototype levels that were used to gain entrance into Michigan State University's Hatch program, granting the studio new opportunities and fund sources.
- Using writing and communication skills to translate vision into documents and spreadsheets that can be used by other teams and game developers.

**Leadership Advantage, Michigan State University** - *Chosen participant*

**AUGUST 2019**

- Hand-picked as one of the eighty freshman-engineers to be a part of the Leadership Advantage program to join campus earlier and work in engineer-oriented leadership workshops.
- Led leadership sessions, dissected real-world issues such as how to promote engineering to future generations, and tackled engineering challenges in group settings.
- Projects include building a functioning trebuchet with a team of engineers and constructing a container that can protect an egg from a three-story fall. All efforts dealt with real-world deadlines and budgeting ideals.

## SKILLS

- Intermediate in Python and C++. Familiar with IDE's such as Visual Studio and PyCharm.
- Proficient in Unity game design including the Unity editor and Unity level design. Beginner experience with 3D modeling in Blender and Zbrush. Intermediate in C#.

## AWARDS

- Among the top 20 out of 1,200 students offered the Western Michigan University Medallion Scholarship. **FEBRUARY 2019**
- Awarded the Keith W. and Gertrude Ann Miller Memorial Scholarship. **APRIL 2019**
- Granted the Myer and Lois Franklin Scholarship. **JUNE 2019**