
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: 3.9

EXPERIENCE

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.

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.

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.
- Used writing and communication skills to translate vision into documents and spreadsheets that can be used by other teams and game developers.

TECHNICAL SKILLS

- Python/C++
- Front-end experience for clients using React and Node utilizing JavaScript/TypeScript. Database experience through PostgreSQL.
- Game engine experience including the Unity and Unreal engine. Development experience using C#, C++, and Unreal Blueprints.

TEAM/SOFT SKILLS

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