



FOREST HEIMS


OBJECTIVE: Detail-oriented software and game engineer seeking a full-time position as a game developer, software engineer, or UI/UX designer.


SUMMARY: With experience in both team and individual settings, I am confident in my ability to plan, develop, and test software. I am dedicated to taking ownership of my work and learning as necessary to ensure success.

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 [/forestheims](https://github.com/forestheims)

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EXPERIENCE

MINESWEEPER 3D

2023

- Independently developed a web based 3D version of Minesweeper
- Taught myself the Unity game engine as well as C# for Unity Scripting

SYNETHSIZER

2023

- Created a mesmerizing web based interactive visualizer
- Learned to utilize the react-three-fiber library
- Currently continuing to add features and investigate optimizations

GEO-TONE

2022

- Co-planned and co-created an easy to use audio sequencer
- Learned and utilized the experimental reactronica.js library (tone.js)
- Graduated Alchemy Code Lab with the completion of this project

PIXL

2022

- Created a web based pixel art editor with three other developers
- Led the team through the logic required to complete many features
- Prioritized psychological safety, which had astounding results for us

THREE TWO

2022

- Independently continued learning and tinkering with three.js
- Explored 3D mathematics in order to intentionally move and rotate an object

THREE ONE

2022

- Learned to use the three.js library to create a rendered 3D scene

TONE TINKER

2022

- Learned to use the tone.js library to create a simple web based piano

RECENT EMPLOYMENT

FREELANCE GAME DEVELOPER

JAN - FEB 2023

- Completed a contract to build a web based 3D Minesweeper game in Unity

SOFTWARE DEVELOPER TEACHER ASSISTANT

AUG - DEC 2022

- Enhanced education for the Advanced Full Stack JavaScript Program at Alchemy Code Lab
- Acted as a role model and assistant for students in a pair programming context

EDUCATION

HUMBOLDT STATE UNIVERSITY

2011 - 2015

- Graduated with a BS in Chemistry, Biochemistry option
- Received a Scholarship for a Computational Chemistry project proposal
- Minored in Asian Aspects of Philosophy and Studio Art (Printmaking focused)

ALCHEMY CODE LAB

2021 - 2022

- Completed a six month full-time coding bootcamp for Advanced Full Stack JavaScript

TECH STACK

Languages: HTML, CSS, PostgreSQL, Bash, C#, JavaScript, TypeScript, Extempore, TCP/IP

Libraries / Frameworks: React.js, Express.js, Node.js, Vue.js, Jest, React Testing, fetch

Tools: Unity, Netlify, Heroku, Supabase, Git, AWS, GitHub, Vim(learning), Obsidian, Slack, Discord, Blender, Visual Studio Code, Virtual Machines

OS Fluency: Windows, macOS & Linux (Ubuntu, Fedora, Debian, Kali)



CSS

