# **Cameron Otten**

# **Computer Science**

**EXPERIENCE** 

May 2024 - August 2024

#### **SOFTWARE CONSULTANT, ATLAS INC**

- Developed and deployed backend code
- Applied C# and .NET frameworks
- Learned Linux terminal and servers
- Reviewed existing code base

May 2022 - August 2022

#### **SOFTWARE ENGINEERING INTERN**, DATA MEANING

- Used Regular Expressions (ReGex) to develop prototype compiler
- Presented products to client
- Developed unit test code
- Worked with Alteryx analytics platform

#### **PROJECTS**

#### PROJECT MERCURY, MI 497 project

- Unreal Engine and Blueprint
- Developed FPS style enemy behaviours
- Cross-discipline communication

### FIRE OF PEACE, Game Jam 48 hour time limit

- Team lead
- Random generation for enemies and resources
- Design, production, and programming tasks

### **MARKET MAYHEM**, Spartasoft Studio

- Networking patterns for game objects
- Version control, organization, and prototyping

1151 E Michigan Ave, Apt: 437B
East Lansing, MI 48823
(269) 348-8546
CSOtten02@gmail.com
linkedin.com/in/cameronotten
Frostbite8283.github.io/CameronOtten/

#### **SKILLS**

**Programming Languages:** Blueprint, C#, C++, Python, Java, HTML, CSS, SQL

Game Engines: Unity, Unreal Engine

**Certifications:** Alteryx

- Machine learning
- Code documentation and organization
- Regular Expressions (ReGex)
- Linux
- .NET framework

#### **Soft Skills:**

- Cross discipline collaboration
- Team management
- Project management and execution

### **EDUCATION**

## **BSE Computer Science**

**Michigan State University** 

**Expected Graduation December 2025** 

Current GPA: 3.733

# **High School Diploma**

**Plainwell High School** 

Graduated May 2022

Weighted GPA: 4.017