Ian Campbell

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WORK EXPERIENCE

Disco Tray Studios .... **Aug. 2021 – May. 2023**
Game Developer .... *Conway, AR*
- Collaborated closely with clients monthly to refine project visions, ensuring alignment with their goals and desires, and overseeing the full lifecycle of game development to meet or exceed client expectations.
- Contributed to the development of engaging educational games for hundreds of students, demonstrating a skill set in game design and a commitment to enhancing learning through innovative technology.
- Identified and resolved complex bugs and issues within multiple projects, resulting in a significant improvement in overall game quality and user experience.

University of Kansas .... **May. 2022 – Aug. 2022**
Research Assistant .... *Lawrence, KS*
- Conducted advanced molecular dynamics simulations of urea and TMAO in water, employing LAMMPS software to produce highly accurate results within 10 weeks.
- Leveraged Python for data analysis and interpretation, demonstrating strong programming skills and the ability to derive meaningful insights from complex data sets.
- Sourced and compiled relevant data from various academic sources to support research findings, showcasing a meticulous approach to data validation and comprehensive research.

Hendrix College .... **Jan. 2021 – May. 2021**
Teaching Assistant: Data Structures .... *Conway, AR*
- Instructed and mentored 20 students in the core concepts of data structures, fostering their understanding and proficiency in this critical area of computer science.
- Diagnosed and resolved students' coding issues, providing valuable guidance on debugging techniques and problem-solving strategies, resulting in improved programming skills among the students.

EDUCATION

Hendrix College .... **May. 2023**
B.A., Computer Science (4.0 GPA), Biochemistry (3.85 GPA) .... *Conway, AR*
- Graduated Magna Cum Laude with a 3.87 overall GPA and distinction in Biochemistry.
- Robert C. Eslinger Computer Science Award
- Dean's List (GPA of 4.0) in Spring 2021 & 2023, Fall 2021 & 2022

SKILLS & INTERESTS

- **Soft Skills:** GitHub proficient, long-term project support, code analysis, debugging, teamwork, development life cycle, object-oriented programming, complex problem-solving, fast learner, creative, research-driven
- **Languages and Tools:** C#, Python, Java, Rust, JavaScript, HTML, CSS, MSSQL, React, Angular, Unity, Unix
- **Interests:** Indie video games, walking trails, pickleball, board games, learning, reading, bad jokes

SOCIALS

- **LinkedIn:** https://www.linkedin.com/in/niancampbell/
- **GitHub:** https://github.com/ianc02
- **Personal Site:** https://ianc02.github.io/