

Isaac Venable

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Qualification:

- Experienced in C++, having taken problem solving and programming as well as 2 data structures classes
- Took applications programming, learned SQL, and built a full application throughout the class
- In spring 2024 CS classes I will be learning HTML, CSS, and JavaScript
- Will be programming physics simulations in Python this spring for statistical mechanics
- Have taken several advanced math classes and passed with very high grades
- Highly logical thinker and great at figuring out creative solutions to problems
- Very hard-working and determined

Education:

Bachelor of Science in Computer Science

June 2025

Seattle Pacific University (Seattle, WA)

- 3.75/4.0 GPA
- Minor in Mathematics and Physics
- Have been on the Dean's list for academic excellence every quarter

Associate of Arts

September 2020 - June 2022

Pierce College (Puyallup, WA)

- 3.67/4.0 GPA
- Made Chancellor's list Fall 2020 for perfect 4.0 GPA

Experience:

Lead Programmer and Game Designer

June 2021 - Present

DogCart Games (Tacoma, WA)

- Formed a game development team with friends from high school
- Self-taught the Godot Engine and its GDScript language (similar to Python) using online tutorials
- Did all of the programming and a lot of the game design for a 2D metroidvania style game
- Released a free demo version of "Spy Game" this summer <https://dogcart-games.itch.io/spy-game-demo>

Solo Game Development Projects

Summer 2023

<https://isaac-venable.itch.io/> (*Puyallup, WA*)

- In addition to working on Spy Game this summer I created and released various other smaller games
- Cross Country Simulator – A text-based game written in C++ with no game engine. I used this game to try using all my new skills from classes this year
- Reversi – Remake of the classic board game in Godot, where I proficiently transferred my new skills from C++ back over to GDScript
- Disc Golf – A 3D disc golf simulator that I made using my knowledge of physics and vector calculus while also learning the 3D side of the Godot Engine.
- Wave Particle Duality Simulation – A simulation I made as an extra credit assignment for intermediate physics using the Godot game engine.