**Brent Shafer**

[bshafer93@gmail.com](mailto:bshafer93@gmail.com) | Chicago, IL | 214-236-9427 | github.com/bshafer93

**Skills**

* C# | Java | C++ | JavaScript | Python | Golang | Typescript | React | Node.js | R | C | PHP | HTML5 | CSS | XML | JSON
* Backend Development | Linux | Docker | AWS | Debugging | Agile | Bash Scripting | CMake | .Net | OOP | SQL | Git | WPF | PostgreSQL | QT | Full Stack Developer | MongoDB | Unity3D | WebGPU | Multithreading | APIs

**Experience**

**Computer Science Tutor** 12/2019

Santa Monica College Santa Monica, CA

* I helped students with programming with languages such as C++, Java, Python, and JavaScript

**Assistant VFX Editor** 09/2018

Framestore Los Angeles, CA

* Using Python, the QT library, and FFmpeg, I designed and implemented a multimedia batch transcoding tool for Linux that streamlined the editorial pipeline
* Developed excellent multimedia organizational skills and attention to detail

**VFX Editor** 08/2017

Ingenuity Studios Inc. Los Angeles, CA

* My primary responsibilities included prepping shots for the company's artists, setting up and operating shot review sessions, and transcoding final exports

**Education**

**Loyola Marymount University** 2022

Bachelor of Science in Computer Science Los Angeles, CA

* Graduated with Distinction

**Santa Monica College** 2020

Associate of Science in Computer Science Santa Monica, CA

* Graduated with Honors

**Projects**

**Save My RPG**

**github.com/bshafer93/Save-My-RPG**

* A desktop game save-sharing application
* C# WPF for frontend
* PostgreSQL for the database
* Docker and Golang for the backend
* Bunny CDN for file storage

**Isometric Rhythm Shooter Demo**

**github.com/bshafer93/Star-Zero**

* Lead programmer on twin-stick rhythm game demo using C# and Unity3D

**WebGPU Rendering Engine**

**https://github.com/bshafer93/WebGPU-Renderer**

* An experimental 3D renderer using WebGPU, TypeScript, React, and GLTF