Redding Sauter

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Experience

DIGITAL RESOURCE CENTER | Student Manager
May 2024 – Present | Macalester College, St. Paul, MN
- Demonstrated initiative by leading an overhaul of the student worker training system
- Created training materials on various digital and media tools for a team of 40-50 student workers
- Exhibited strong leadership skills by training and overseeing student workers

DIGITAL RESOURCE CENTER | Student Worker
Aug 2022 – May 2024 | Macalester College, St. Paul, MN
- Assisted college student and faculty projects using a variety of digital and technical tools
- Managed steady communication with students and faculty using ticketing systems and answering phones
- Maintained functions of various technical devices via troubleshooting and online documentation
- Modeled and printed 3D objects for staff and faculty
- Answered inquiries using a broad knowledge of many different digital tools

Projects

DEGROWTH | Final project for Video Games: Coding and Narrative
Spring 2024 | Macalester, MN
- Optimized performance of a Unity game for WebGL compatibility
- Developed fun and interactive game mechanics using Unity and C#
- Created engaging levels for a 2d platformer
- Managed and led a team of three with diverse tasks and skill sets to create a polished product within a semester

2FROGGER 2FURIOUS | Local multiplayer game for two-day game jam
Fall 2024 | Danish Institute for Study Abroad, Copenhagen
- Created a polished and presentable multiplayer game in a tight time crunch
- Collaborated in a team of two writing effective and efficient C# code in the Unity game engine

CITY BUILDER CARD GAME | Gameplay prototype for Game Development midterm
Fall 2024 | Danish Institute for Study Abroad, Copenhagen
- Developed new and innovative gameplay interactions in a digital card game using Unity and C#
- Managed a large workflow across a team of two to create a polished prototype in three weeks

GRASS SIMULATION | WebGL final project for 3D Graphics
Fall 2024 | Danish Institute for Study Abroad, Copenhagen
- Used GLSL and BabylonJS to create a lightweight simulation

Education

MACALESTER COLLEGE
Bachelor of Arts in Computer Science with minor in Studio Art
Expected May 2026 | St. Paul, MN
Dean's List
Cumulative GPA: 3.8

Skills

PROGRAMMING
3+ years:
Java
1+ years:
C# • JavaScript • Python
0+ years:
Swift • GLSL • R

TECHNOLOGY
Unity • Godot • Phaser
Git/Github • Fusion360
Illustrator • Photoshop • InDesign

Coursework

MACALESTER
Software Development
Internet Computing
Algorithm Design and Analysis
Computer Systems
Object-Oriented Programming
Data Structures
Computational Linear Algebra
Discrete Mathematics

DIS COPENHAGEN
Computer Graphics: 3D
Game Design and Development
Artificial Intelligence

Extracurriculars

Macalester the Gathering
(Founder and Co-Chair)
MacBike Student Org
(Leader and Repair Technician)

Links

Github:// **reddsaut**
LinkedIn:// **Redding Sauter**