

Redding Sauter

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Projects

DEGROWTH | 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 | Two-day game jam

Fall 2024 | DIS 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

Fall 2024 | DIS 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 | 3D Graphics

Fall 2024 | DIS Copenhagen

- Used GLSL and BabylonJS to create a lightweight simulation

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

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

JavaScript • C# • Java • Python
Swift • GLSL • R

TECHNOLOGY

Unity • Godot • Phaser
Git/Github • Fusion360
Illustrator • Photoshop • InDesign
Eleventy • Serverless • Vue

Coursework

MACALESTER

Software In Production
Internet Computing
Algorithm Design
Computer Systems
Object-Oriented Programming
Data Structures
Combinatorics
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](https://github.com/reddsaut)

LinkedIn:// [Redding Sauter](https://www.linkedin.com/in/redningsaut/)