

# Sevan Buechele

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## OBJECTIVE

Seeking a game design co-op using strong programming skills in Java, C#, and Unity. Available May 2020 – August 2020.

## EDUCATION

**Rochester Institute of Technology (RIT)**, Rochester, NY

**Expected Graduation:** May 2023

**Degree:** *Bachelor of Science, Game Design and Development*

**GPA:** 3.95

**Related Courses:** Web Design & Implementation (HTML/CSS), Interactive Media Development (C#)

## SKILLS

**Programming Languages:** C#, Java, Lua, Python, HTML, CSS

**Tools:** Visual Studio 2019, VSCode, Source Engine, Unity, MonoGame, Illustrator CC, Photoshop CC, Premiere CC, Audition CC, Git, FileZilla, Zoom

## WORK EXPERIENCE

**Code In Place, Stanford University**

April 2020 – May 2020

*Section Leader*

Virtual

- Taught an online version of Stanford University's CS-106A to a class of high school and college students.
- Instructed a class of students over Zoom.
- Learned effective teaching and communication skills in a real-world setting.
- Gained more experience in Python.

**Independent Development & Modding**

July 2016 – Present

*Developer (one man army)*

Virtual

- Programmed and published countless mods for HL2 & the Source engine.
- 640,000+ cumulative downloads.
- Learned multiple varied tools such as Lua, Mapping tools, Server Networking.
- Did contract work for tasks such as UX/UI, debugging & optimization, and content creation.

## PROJECTS

**Crunch Time (Academic Project)**

January 2020 – May 2020

- Collaborated with a team of four to design and build a video game as a final project.
- Became comfortable with version control using Git.
- Programmed a rudimentary physics engine with rendering capabilities.
- Programmed enemy AI logic.

**Lambda Framework (Personal Project)**

August 2019 – May 2020

- Created a multifaceted library that allows developers to create mods more easily.
- Provides a powerful UI library for fast and easy GUI creation.
- Programmed an algorithm that translates a config file into a user-friendly format.
- Designed the framework with backward compatibility.