

TIMOTHY DEUTSCH

Game Developer

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🌐 <https://www.tim-program.com>

📍 North Royalton, Ohio

SUMMARY

I am an aspiring and motivated game developer who is eager to gain industry experience to further my skills as a developer. I am a patient and open-minded problem solver who has an assortment of experiences with different programming technologies.

PROFESSIONAL EXPERIENCE

Software Developer Intern

Hyland Software

📅 06/2020 - 08/2020 📍 Virtually due to COVID-19

Developer of OnBase, a content management and process management software suite.

- Worked on development in Hyland's RD in the Integration and Apps Department.

PROJECTS

Legend of Zelda (NES) Dungeon 1

Recreation with MonoGame

📅 01/2020 - 05/2020

Completed with a group of five using sprints to manage completed work and goals.

- Created a custom sprite interface and sprite factories to enable other group members to draw and animate sprites
- Created a loader system to load in the dungeon rooms from XML files allowing quick creation of new dungeon rooms and editing of dungeon layout
- Custom stat system for Link with leveling and experience

Haunted Electrician

OSU Capstone

📅 01/2022 - 05/2022

Game developed in Unity following an electrician restoring the electricity of a haunted mansion.

- Developed an AI to hunt down the player in the mansion
- Management of game states for different input and transitioning of levels
- Encapsulation of player input to work along with Unity Input System

EDUCATION

Bachelor of Science: Computer & Information Science

Ohio State University

📅 09/2018 - 08/2022 📍 Columbus, Ohio

- Specialization: Computer Graphics & Game Design

Programming & Software Development

Cuyahoga Valley Career Center

📅 09/2016 - 05/2018 📍 Brecksville, Ohio

HARD-SKILLS

Unreal Engine

Unity

C++

C#

Git

OpenGL/WebGL

Python

Java

MonoGame

SOFT-SKILLS



Problem Solver / Critical Thinker

Enjoys solving logical problems and employs critical thinking skills to find varying methods before approaching a final solution



Patient

Will observe all facets of a problem for the most optimal solution.



Open-minded

Understands that the first solution is not the final solution and is willing to let go of current practices for more will fit solutions.

HOBBIES



Game Dev



Drawing



Learning Japanese

AWARDS / HONORS

Ohio State University Dean's List

📅 09/2018 - 05/2019

Maintained a 3.5+ GPA each semester

National Technical Honor Society

📅 09/2016 - 05/2018

Maintained a 3.0+ GPA each academic year at the Cuyahoga Valley Career Center