



# BRAYDEN TREMPER



## CONTACT

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## HONORS

- Invited to speak at Oregon State Celebration dinner due to being the highest achieving student from Pendleton, OR.
- Honor Roll at Oregon State University for the past three consecutive terms, Winter 2019, Spring 2019, and Fall 2019.
- Member of the Video Game Development club at Oregon State University, specializing in game mechanics.



## EDUCATION

- **OREGON STATE UNIVERSITY** / 2017 - 2021  
Computer Science Applied in Game & Simulation Programming  
3.56 GPA  
**Relevant Coursework:** Object Oriented Programming, Computer Architecture & Assembly Language, Data Structures, Software Engineering, Databases, Analysis of Algorithms, Vector Calculus, and Engineering Graphics & 3D Modeling
- **Pendleton High School** / 2012 – 2017  
General High School Diploma  
3.76 GPA  
**Relevant Coursework:** Engineering Drafting & 3D Modeling



## WORK EXPERIENCE

- **INTERNSHIP** / 2016 – 2017  
Digital Harvest  
Pendleton, OR  
*Assisted in Programming and Assembling a mechanical arm which can be operated through virtual reality and applied to aid in crop harvest*
- **GRAPHIC DESIGN** / 2014 – 2020  
Freelance  
Pendleton, OR  
*Designed a range of graphical products for clients consisting of, but not limited to, logos, apparel, rebranding's, advertisements, and 3D mockups*



## SPECIAL SKILLS

- C/C++ programming in a general scope, object oriented, and data structures
- Video game development using Unity3D and programming through C#
- Graphic Design using Photoshop, Illustrator, Cinema4D, and Solidworks