

COLLIN STRAUCH

Email: cstrauch01@gmail.com ♦ Cell: (845) 978-9574

OBJECTIVE

Reliable and motivated recent college graduate seeking a game development or related position that will provide me with an opportunity to apply my invaluable skills, training, work experiences, and education towards achieving the goals of the organization.

RELEVANT SKILLS and TRAINING

Artificial Intelligence	Construct	Scripting
C#	Unity	Data Handling
C++	Unreal	Scrum
CSS	Coding	Writing and Debugging Code
HTML	Programming	Animation Design
Javascript	Game Design	Quality Control
Unreal Blueprints	Game Development	Troubleshooting
Game Maker Language	Game-Specific Features	Play Testing
Game Maker Studio 2	Game-Specific Techniques	Trello

RELEVANT PROFESSIONAL EXPERIENCE

Intern Game Programmer (Remote), SP-Entertainment, January 2024 – August 2024

- Collaborated with a team of programmers and designers to develop game concepts, mechanics, and features
- Maintained meticulous attention to detail to develop algorithmically sound code that comply with game design requirements
- Created and maintained clean cross-platform code
- Applied analytical and critical thinking to troubleshoot and fix game bugs
- Effectively utilized the scrum development process to structure and manage work through a set of values, principles, and practices
- Developed user interface and implemented controller support using plug-ins for Unreal engine

EDUCATION

University of Advancing Technology, Tempe, AZ

- Bachelor of Arts degree; Game Design; Graduated summa cum laude (2024)
- Bachelor of Science degree; Game Programming; Graduated summa cum laude (2024)