COLLIN STRAUCH

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OBJECTIVE

Reliable, motivated self-starter 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

PROJECTS

Knock-Out Arcade - Production Studio (15 weeks)
- Worked on a 2D fighting game in Game Maker Studio 2 on a team of 13
- Collaborated with the designers to design the movesets of the characters and balance them appropriately
- Developed several control features and mechanics to enhance the gameplay and make gameplay more dynamic
- Updated a character editor made in C# outside of the game by fixing bugs and adding new features for designers to use

Honors for Valor - Game Jam (24 hours)
- Designed a deck-building card game on a team of 9
- Discussed with the other designers about game mechanics, game flow, card balance, and gameplay implications
- Helped design the look for the cards and put them together in Photoshop

Light: Lite - Game Jam (48 hours)
- Created a first-person puzzle game in Unreal on a team of 5
- Programmed a mechanic that only allows the player to walk in light
- Structured the mechanic to make it modular; it can be applied to any light source, even while it is moving

World View - Game Jam (48 hours)
- Created an arcade twin-stick shooter in Unity on a team of 4
- Developed the gameplay, including the controls, enemies, and difficulty curve
- Implemented controller support using Unity's new input system to provide more control options

PROFESSIONAL EXPERIENCE

Game Programmer (Remote), Scruffy Pup Entertainment   (January 2024 – Present)
- 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
- 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)