Ian Feldschneider
Game Engineer/Programmer

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Education & Work Experience	University of Wisconsin-Whitewater

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Major
- Media Arts and Game Development BA
  - Emphasis: Communication/Gaming

Minor
- Computer Science

Academics
- Cumulative 3.89 GPA
- Graduated Summa Cum Laude
- On Dean's list

Internship and Job (January 2015 to December 2015)
- Virtual Squared Leagues
  - Worked with a team, used Git, Atlassian (bitbucket, hipchat), PHP, Javascript, JQuery, MySQL

Prototyping (Early 2016 to September 2016)

Rocket Theater (September 2016 to August 2017)
- Improved Git skills, C# with Unity, debugging and polish

Skills

Programming
- Java as primary language, created over 10 working 2D games
- Other Languages: C#, Javascript, HTML, PHP
- Programmed *Generantis* from scratch, 3 year self started game project (videos on website)
- Programmer for *Rocket Theater*, 3D Unity Stunt-Shooter

Known Engines and Tools
- Unity, GameMaker, LWJGL, Monogame
  - Made several games in Unity, one was featured at the MAGD expo
  - LWJGL and OpenGL power *Generantis*, shown at 2 MAGD expos

Involvement

MAGD Expo (Media Arts and Game Development Expo)
- *Generantis*: Best in Show (spring 2015)
- *ThunderBallz* (2 player 3D unity game)

Game Jams
- *Trixel*: 1st place (2D falling block puzzle game, judged by Filament Games)
- *Lunar Festival*: 1st place (2D unity mobile game, judged by Mobile Mesh Games)

Campus Organization (Fall 2012 to May 2015)
- Original dedicated member of GAMED (Game and Media Entertainment Developers)
- Went to all campus and GAMED game jams, practiced teamwork, brainstorming, problem solving, deadlines