

**Ian Feldschneider**  
*Game Engineer/Programmer*

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## Education & Work Experience

### University of Wisconsin-Whitewater

#### 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