Cameron S.J. Levine

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Education

University of Wisconsin - Whitewater, Bachelor of Letters & Sciences
- Major: Computer Science
- Minors: Media Arts & Game Development, Art Studio (Graphic Design)
- GPA: 3.8
- Graduation Date: May 2022

Game Development Experience

- Made "Aqua Plane", a 2D top-down shooter. It was a solo project made in Unity, made with the limitation that everything dies in one hit. This project marked the first time I made a game completely of my own volition, the first time I tried sprite work, and the first time I made sound effects. It was made in the same way as "Brushstroke", except sound effects were made using Bfxr. (2022)
- Made "Brushstroke", a 3D dungeon crawling RPG. It was a solo college project made in Unity, where I made the whole game from the ground-up. I programmed in C#, used Adobe Illustrator for the UI and visual assets, composed the music in MuseScore, and used royalty-free sound effects to make this game. (2022)
- Programmed "Duck Warrior", a 2D platformer. It was a college group project where I coded the whole game in Unity, along with implementing all the assets. It was a two-person project, where I worked with a visual artist who provided the 2D sprites and UI elements I needed for the game. (2021)
- Programmed a maze-solving game AI based on the A* algorithm for a college project. It was made using C++, and was a frame-by-frame game in the console, where you tried to make it to the end before the AI caught you. Depending on the difficulty, the AI would either take the shortest path to the player's current position, or it would randomly choose between taking the shortest or longest path. (2021)
- Employed with TekSystems on contract at Amcor in Oshkosh, working at an IT service desk. The day-to-day mostly involved being on-call for resetting passwords and assisting with any issues related to accessing accounts, additionally taking request tickets sent to us, and either fulfilling the request, or sending it to the proper team. (October-November 2022)

Technical Skills

- Proficiency in C#, C++, HTML/CSS, Unity, and Adobe Illustrator
- Experience with Java, JavaScript, SQL, GitHub, Unreal Engine 4, and Adobe Photoshop
- Experience with technical support troubleshooting and ticket systems