JOHN BUSSE

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OBJECTIVE

Quick-thinking passionate programmer and designer seeking employment and experience. I'm looking forward to using my programming experience in a professional environment, and meeting people in the industry.

INDEPENDENT PROJECTS

May 2024

Super Tsunami Surfer – 2024 Pixel Game Jam A vertical-shooter/endless-runner built in Godot over 9 days. I was the sole programmer and designer on the team. Playable at johnbusse.itch.io/super-tsunami-surfer

December 2022

Cozy Cabin Conundrum – 2022 Winter Melon Game Jam A top-down survival game built in Unity over 48 hours. My contributions involved programming the survival meters and the inventory item functionality. Playable at <u>banjo-pancake.itch.io/cozy-cabin</u>

EXPERIENCE

December 2022 – Present

Independent Software Developer

I've developed multiple game projects in Unreal Engine, Unity, and Godot, and have developed simple game engines built around OGRE and OpenGL. I've worked in multiple game jams, both as team lead and team member.

July 2018 – May 2023

STEM Tutor – Truckee Meadows Community College, Reno NV – Math and Computer Science.

Working as a tutor improved my ability to communicate and teach subjects. I've received multiple commendations from students and coworkers regarding my ability to help in comprehension and reexamination of concepts.

REFERENCES AVAILABLE ON REQUEST

KEY SKILLS

- LANGUAGES: C, C++, C#, GDSCRIPT, PYTHON
- GAME ENGINES: GODOT, UNITY, UNREAL ENGINE 4 & 5
- SOFTWARE: ASSIMP, BULLET
 PHYSICS, GRAPHICSMAGICK++,
 OGRE, OPENGL
- VERSION CONTROL: GIT,
 PERFORCE, PLASTIC SCM
- SKILLS: AGILE DEVELOPMENT,
 ARTIFICIAL INTELLIGENCE,
 COMMUNICATION,
 DEBUGGING, GAME BALANCE,
 GAME MECHANICS, LEVEL
 DESIGN, MATHEMATICS,
 PROJECT MANAGEMENT,
 SOFTWARE PROFILING, USER
 INTERFACE

EDUCATION

University of Nevada, Reno

B.S. in Computer Science & Engineering -Minor in Digital Interactive Games May 2023

Truckee Meadows Community College A.S. in Computer Science December 2020