Harrison Sanders

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Objective

I am a Technical Designer/Gameplay Programmer seeking full-time, contract, or intern employment in May 2019.

Education

Michigan State University   **May 2019**
Bachelors in Computer Science | Minor in Game Design and Development (a world-wide top 10 program)   3.9 GPA

Experience

Technical Designer and Gameplay Programmer   **May 2018 – Present**
Games for Entertainment and Learning Lab, Michigan State University
- Designed, developed, and released games for clients on various multi-disciplinary teams
- Lead Programmer for *Quantum 3*, an educational match-3 game; Programmed game systems and visual interactions, designed levels/UI layouts, made 2D animations, and edited promotional materials
- Assisted with programming and design tasks for *Monster Savings* and *When Rivers Were Trails*

Software Development Intern   **May 2017 – Present**
Auto-Owners Insurance
- Collaborated with a team to build Angular/.NET/SQL web applications for ticket ordering, storing documentation, and registering for insurance exams
- Maintained a legacy C# client application and a SharePoint site for mass emailing

Instructor, Marching and Low Brass   **August 2016 – August 2018**
Charlotte High School (alma mater) | Everett High School
- Instructed and supervised high school students
- Used college marching experience to teach marching, playing, and leadership fundamentals

Extracurricular

SpartaHack // Web Developer and Organizer   **2017 – 2019**
- Designed the visuals and functionality for the SpartaHack website using Angular 6.0
- Wrote forms to securely gather information and check 500 college-age students into the event
- Handled loaning equipment and help desk in a university building for a 36-hour hackathon

Michigan State Bands // Member   **2015 – 2019**
- Spartan Marching Band baritone squad leader
- Concert Band principal euphonium and Spartan Brass participant

Skills

Game Development
- Proficient in Game Programming, Mechanic Design, and Game Loop Design
- Experienced with UI Design, Level Design, Sound Design, and Prototyping
- Technical Knowledge: Unity, C# and C++, VR Experience, Photoshop

Web Development
- Fluent in Angular [TypeScript, JavaScript, HTML, Sass] and .NET
- Familiar with Database Schema, SQL, Python, and PHP

Other
- Experienced with GarageBand, SFX creation, and basic music theory
- Familiar with OBS, Camtasia, iMovie, and the video editing process

Scan for links to my portfolio, GitHub, and resume!