

Dustin Bauer

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Profile

My professional aim as a programmer is to work with, and learn from other passionate and knowledgeable people to develop fun immersive games. As a programmer I strive to find and fix problems that impeded, or break games. I want to be a part of creating video games for other people to fall in love with.

Skills

- C#
- C++
- Java
- Blueprint
- Unity
- Unreal
- Android Studio
- Visual Studio
- Maya
- Zbrush
- Adobe Photoshop
- Microsoft Office

Project Experience

Mech Chem

March 2015

Lead Programmer

- Collaborated with artists and producer on concept document, design document, and technical document
- Tasked with implementing UI, and gameplay mechanics utilizing Blueprint

Work Experience

Juneau Building Services, Juneau, Alaska

March 2009- July 2011

- Handled the tasks of general building maintenance, renovating office spaces and landscaping
- Seasonal duties included removing snow and ice off multiple buildings and surroundings around the clock

Education

The Art Institute of California – Orange County

December 2015

Bachelor of Science, Visual and Game Programming