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# Drew White

## Computer Science and Game Design and Development Student

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## EDUCATION

**Michigan State University, East Lansing, MI** - *Bachelor of Science*

**MAY 2023**

GPA: 3.9

## EXPERIENCE

**Spartasoft Studio, East Lansing, MI** - *Programming Director*    **JANUARY 2022 - DECEMBER 2022**

- Started the student-run Spartasoft Studio and formed the programming pillars of its development.
- Served as a scrum master for the agile meetings and ensured the team maintained a cohesive vision of the project.
- Assisted in asset creation and served as a communicator between the different disciplines of the studio.

**West Monroe Partners, Chicago, IL** - *Product Engineering Intern*    **JUNE 2022 - AUGUST 2022**

- Learned and utilized valuable full-stack skills such as React, Node, PostgreSQL, and overall agile principles that helped drive development for the client.
- Worked with systems involving the Polygon blockchain to help drive product growth and quality.
- Made full use of the networking growth opportunities present during the internship including career events, workshops, and insightful talks with many consultants present at the firm.

**Starforged Studio, East Lansing, MI** - *Technical Designer*    **NOVEMBER 2019 - JUNE 2021**

- Worked with multiple teams using communicative and technical skills to add functionality and level cohesion to a 3D video game project, including 3D modeling work in Blender/Maya/Zbrush.
- Created prototype levels and tools that were used to gain entrance into Michigan State University's Hatch program, granting the studio new opportunities and fund sources.

## TECHNICAL SKILLS

- Unity game development, including C# programming. Experience with Blender and art pipelines. Scripts/tools that focus on being designer-friendly.
- Unreal Engine experience including C++ and Blueprints.
- Experience with agile development and project organization, including Jira/Confluence experience.
- Python/C++. Front end experience with React and Node utilizing JavaScript/TypeScript. Database experience through PostgreSQL.

## TEAM/SOFT SKILLS

- Devoted to learning and delving into new areas of game development.
- Leadership, ranging from cross-discipline facilitation to managing workflows.
- Being accountable and taking ownership of work in a team setting.