

Elliott Schultz

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Education

NC State University – Raleigh, NC

May 2023

Bachelor's in Computer Science (*Concentration in Game Development*)

GPA: 4.0

Relevant Coursework:

- Software Engineering
- Intro to Linear Algebra
- Data Structures
- Operating Systems
- C/Software Tools
- Communication in Engineering

Awards:

- CSC Outstanding Senior Award for Scholarly Achievement
- 2022-2023 Donald L. Bitzer Creativity Award
- 2023 Envisioning Research Contest Undergraduate Video and Interactive Winner

Skills

- Programming Languages: C#, Java, JavaScript, Python, C++, C
- Game Engines: Unity, PuzzleScript, Twine, Unreal

Experience

NC State Libraries – Raleigh, NC

May-2022 – Present

Susan Ellen Everett Intern

The Arcade - JavaScript, React, Node

- Collaborated to design an application to showcase student-made WebGL games
- Developed the frontend functional components and backend server
- Created an intake process for submission and addition of new material

VisSDK - Unity, C#

- Collaborated to create a camera systems toolkit in Unity for Immersive Environments
- Developed 2D and 3D demonstrations for showcase within the libraries
- Documented the design and implementation of the camera systems
- Presented at CNI's Spring 2023 Membership Meeting

Projects

Advanced Game Projects – Raleigh, NC

Spring 2023

Vola-tile – Unity, C#

- Collaborated with 4 classmates to create a game over the course of a 12 weeks
- Developed player movement and interaction systems for a tile based world
- Scripted searching systems for displaying tile information to the player

Game Engines – Raleigh, NC

Fall 2022

Custom Game Engine – C++, JavaScript, SFML

- Designed and developed a custom game engine
- Implemented a game-object model, networking, event management system, and scripting
- Created two distinctly different games to showcase engine flexibility