

Theoden Swaby

(435) 890-6383

<https://theodenswaby.com>

theoden.swaby@gmail.com

Objective: To seek a position as a Game Designer.

Skills and Abilities:

Soft-skills:

- Excellent communication and interpersonal skills
- Analytical mindset and problem-solving skills
- Self-motivated and eager to learn
- Takes pride in producing quality work
- Keen eye for details

Technical Skills:

- Game Design
- Iterative Design
- Game Development (2D/3D)
- Cloud Programming
- Version Control
- Database Technologies

Computer Languages and Tools:

- Unity
- C#
- Javascript
- Python
- Amazon Web Services (AWS)
- Amazon DynamoDB

Experience:

Florida Disability Access and Awareness Foundation

2021-Present

Volunteer Game Developer/Designer

- Working with a cross-disciplinary team to design and implement features for a mobile game.
- Developing scalable, OOP systems with C# and Unity to accomplish project goals.
- Communicating directly with artists, musicians, and programmers to transform ideas into gameplay.

DigiPen Institute of Technology

2022-2023

Game Design Instructor [High School]

- Created videos, slideshows, and other materials to teach core game design and computer programming principles to students.
- Discussed strengths, weaknesses, and shared features of various types/genres of games.
- Provided verbal and written feedback on student work to ensure understanding and promote excellence.

iFit Health and Fitness

2020-2021

Electrical/ Software Engineer

- Expanded functionality for existing products in C++ that follows company and industry coding standards.
- Ensured stable, maintainable code by developing and running unit tests on new and updated scripts.
- Followed industry best practices by using Agile methodology and seeking/providing regular code reviews.

Brenkman and Company

2018-2019

Software Engineer

- Used Python and AWS to design software to streamline our clients' businesses and track business metrics.
- Interfaced our client's production workflow with a server-side database so product info can be checked and updated in real time.
- Ensured our client's custom system worked for both PC and iOS.

Other Projects:

JRPG Library

- Developing a modular system with Unity and C# to streamline 2D-game development.

Talky Squirrel

- Creating a prototype using machine learning API's and Unity to recognize and respond to users' vocal input.

Personal Website

- Used Javascript and DynamoDB to dynamically fill web-pages with data saved in a cloud database.

Education:

Utah State University

3.55 GPA

Bachelor of Science, Electrical Engineering

May 2018

- Minors in Mathematics and Computer Science