Cooper Schneider

Systems Designer

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Website
LinkedIn
Twitter

Full Sail graduate with Game Design Degree seeking a position to demonstrate my developer skills and creativity by building an unforgettable experience. I have strong professional skills in game and level design and testing.

Skills

Coding	Design	Engines	Extra Tools
• C# • Unreal Blueprints • Java	• Currency and Progression System • Level Layout and Design • Character Movement and Abilities	• Unity 5.0+ • Unreal 4.16+ • Android Studio	• Excel and Google Spreadsheets • Perforce Visual Client • Autodesk Sketchbook

Game Projects

Mission HydroSci (Unity 1017.1.0p4)   **Contract Developer at University of Missouri**   *August 2018 - current*

- Used premade systems to place collectibles around all the levels
- Redesigned 2 dungeons to fit player's current skill at that point in game
  - Includes level and Puzzle design
- Playtested and fixed various bug issues

Fight Fire with Water!   **Lead Designer and Programmer**   *June 8th- June 10th 2018*

(Unity 1017.1.0p4) Published on itch.io   link: https://coopdeloop.itch.io/fight-fire-with-water

- Made within 48 hours for Butterscotch Shenanijam 2018 in St. Louis, MO
- Created Parent Character Class and 2 Child Characters that Inherit
- Designed Custom Ruleset for Players to Modify for their Gaming Pleasure
- Balanced 2-Player Gameplay to Make Both Characters Fair and Fun
- Designed Level Layouts for 4 Maps

Amalga (Unity 1017.1.0p4)   **Systems Designer**   *January 2018- May 2018*

- Making a Progression system that works with one Game Manager in Unity
- Implementing Level with mechanics using IPM
- Creating GUI for Easy-To-Understand Layouts for the Player
- Producing and Animating 3D Models for In-Game Shops and Enemy Boss

Work Experience

University of Missouri, Columbia – Contract Developer   Remote Work   *August 2018 - current*

Full Sail University – Game Design tutor   Winter Park, FL   *December 2017-May 2018*

R & S Pool And Spa – Carryout Guy   Maryland Heights, MO   *May 2015-August 2016*

Education

Full Sail University - Game Design BS   *September 2016-May 2018*
Graduation Date: May 4th, 2018

GPA:
3.78