

# Scott Edward Holzknecht

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## Experience

**Deep Silver Volition, Multiplayer/Core Programmer II**

*Champaign, IL*

**AAA game development studio**

*February 2018 – Present*

- Working on Saints Row
- Programming aspects for multiplayer, platform, game UI, and UI tools
- Communicated and collaborated with designers, artist, producers, and other programmers

**Games for Entertainment and Learning Lab, Game Programmer**

*East Lansing, MI*

**MSU's game development lab that does contract work within games**

*October 2014 – December 2016*

- Worked in Unity3D game engine
- Worked in diverse teams with designers, artists, and other programmers
- Gained experience in optimization and designing games to be educational

**MSU Residential and Hospitality Services Information Services, Student Technician** *East Lansing, MI*

**Technical services for MSU's Residential and Hospitality Services**

*September 2013 – October 2014*

- Troubleshooting, repairing, installing, and uninstalling of software, and imaging computers were daily activities
- Customer support over phone, email, and face to face
- Working with a team of other students to complete projects with well-organized communication

## Skills

- C++, C, C#, Lua, Visual Scripting, Python, Java, JavaScript, PHP, SQL, HTML/CSS, DirectX 11, WebGL, OpenGL
- User Interface Programming and Tools, Multiplayer Systems, Xbox and PS APIs
- Adobe Photoshop, Autodesk Maya, Substance Designer, Houdini
- Taken courses in Databases, Mobile App Development, Compilers, Computer Architecture, Computer Graphics, Media Processing, Networking, and Object Orientated programming
- Taken two years of high school German and one semester in college

## Education

**Michigan State University – College of Engineering**

*East Lansing, MI*

**BS in Computer Science and Engineering with Minor in Game Design and Development**

*2012 – December 2016*

Status: Graduated

GPA Overall: 3.34 / 4.0

GPA CSE: 3.35 / 4.0

## Extra-Curricular Activities and Awards

**Fortnight Game Contest, First Place**

*March 2015*

**Dean's List**

*December 2012, June 2016*

**MSU Spartasoft, Treasurer**

*September 2012 – May 2016*

- Spartasoft is a game development club for anyone interested with a career in games
- I have programmed several games with a small team of four to six members
- Leadership role of Treasurer since May 2013 to May 2016