Scott Edward Holzknecht

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Experience

Deep Silver Volition, *Programmer III*   *Champaign, IL*

AAA game development studio   *February 2018 – August 2023*
- Worked on Saints Row 2022.
- One year working on UI system and tools in Lua and C++. Examples being the map, HUD, object indicators.
- Four years working on multiplayer and Xbox, PlayStation, and Steam platform systems in C++. Examples being connection, sessions, and delta compression.
- Six months working on Tools in Unreal Engine 5.
- 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.
- Adobe Photoshop, Affinity Photo, Autodesk Maya, Blender, 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

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 in a career in games.
- I have programmed several games with a small team of four to six members.
- Leadership role of Treasurer from May 2013 to May 2016.