Shane Schulte

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Education

University of Michigan, College of Engineering - Ann Arbor

Bachelor of Science Degree - Computer Science Major, Music Minor

Relevant Coursework: EECS 388 / 475 / 482 / 485 / 494

Expected Graduation: May 2017

Skills

Programming: C++, Java, Python, PHP, JavaScript, C, C#, HTML/CSS, SQL, Lua **Applications:** Git, bash, Windows, Android, vim, Unity, VS15, Photoshop, MS Office

Work Experience

Fiat Chrysler Automobiles - Remote Access

2016 - Present

Programmer / Consultant

- Prototyped a big-data application using Amazon Web Services
- Collaborated remotely with other programmers using GitHub
- Developed front-end interfaces to organize and display the collected data

Digital Media Academy – University of Michigan

Summer 2016

Java Instructor

- Instructed a week long camp on developing Minecraft mods, ages 12-17
- · Worked closely with other staff to provide a fun and engaging environment

Game Server Management – Remote Access

2012 - 2016

Volunteer Programmer / Administrator

- Deployed and maintained game servers on a remote Linux machine for 50+ players
- Worked with other staff to manage player/bug reports and general problem solving

DTE Energy - Detroit, MI

Summer 2013

Web Programmer

- Designed a website for an internal engineering group
- Coordinated with members of the group to tailor each page to their specific needs

Other Experience

- Built/repaired/upgraded several desktop and laptop computers
- Used Windows APIs for simple software that changes resolution for remote connections
- Developed and deployed my own simple website using a Raspberry Pi

Achievements

- WolverineSoft 42 Hour Game Jam, January 2015
- WolverineSoft 48 Hour Game Jam (6th place of 20), January 2014
- GMC Game Jam #3, (2nd place out of 60+)