

Shane Schulte

Software Engineer | Game Developer | Tech Enthusiast

640 E Michigan St Unit B321
Indianapolis, IN 46202
(586) 943-2972
shanesms@umich.edu
www.shaneschulte.com

EDUCATION

University of Michigan, Ann Arbor — *B.S.E. Computer Science*

SEPTEMBER 2013 - MAY 2017 | GPA: 3.0/4.0 | MINOR: MUSIC

Relevant Coursework: data structures and algorithms (EECS 281), computer security (EECS 388 + EECS 588), cryptography (EECS 475), operating systems (EECS 482), web development (EECS 485), game design (EECS 494) and more

EXPERIENCE

Raytheon, Indianapolis IN — *Software Engineer*

SEPTEMBER 2017 - PRESENT

Supported mission planning tools suite for V-22 (C#); Worked on production development for a helmet mounted display project (C++)

Fiat Chrysler Automobiles, Auburn Hills MI — *Intern*

JUNE 2016 - JANUARY 2017

Prototyped a new big-data collection system using Amazon Web Services' DynamoDB; developed a front-end interface to manage the data and collection policies

WinDooM Game Servers, Remote — *Admin / Developer*

AUGUST 2012 - PRESENT

Hosted Minecraft and several other games for 50+ players; gained familiarity with Unix and bash; developed plugins to extend gameplay in Java; worked quickly to resolve critical bugs and avoid server downtime

PROJECTS

Party Queue — *Android Application*

Developed an Android app and released on Google's Play Store; collaborated with a developer who created a compatible iOS app; built a standalone web client with JQuery; integrated with Spotify's services (Java, 2017)

Shotstruct — *Upcoming Video Game*

Currently developing an online multiplayer 3D shooter as a side project, using Unreal Engine 4 and Steamworks SDK (C++, 2018)

SKILLS

Programming: C/C++, Java, Python, Javascript, PHP, SQL, HTML/CSS, Lua

Software: git, bash, vim, AWS, Azure, Flask, Unity, Unreal, Blender

ACHIEVEMENTS

Placed in **WolverineSoft 48 Hour Game Jam**, Oct 2016 / Jan 2015 / Jan 2014

2nd Place in **GMC Game Jam #3** (72 hours, 60+ entries)

Participated in **Meeting of the Minds 12 Hour App Hackathon**, Oct 2014

OTHER

Co-authored a paper on browser autofill security (Edge / Firefox / Chrome / Safari, 2017)

Built a mock social network site to demonstrate common web vulnerabilities (Python, 2017)

Taught a week long course on developing Minecraft mods using Forge (Java, 2016)