

Lutz KELLEN

WEBSITE: <http://lutzkellen.com>

ADDRESS: 17242 Fairmeadow Court, Farmington, MN 55024

crkellen@charter.net

952-261-5765

EDUCATION

2013-2017 Bachelor's in COMPUTER SCIENCE: GAME DESIGN AND DEVELOPMENT, **UW-Stout**

GPA: 3.5/4.0

2012-2013 Credits towards an Associate's in COMPUTER SCIENCE, **Inver Hills Community College**

GPA: 3.5/4.0

WORK EXPERIENCE

<i>Current</i>	Programmer/Designer INDEPENDENT STUDY in Real-Time Game Development with WebSockets UW-Stout, WI
SPRING 2017	<i>Self-taught Programmer</i> Created a real-time massively multiplayer game using Node.js and socket.io playable in any web browser. Most recent updates can be found at https://github.com/crkellen/bands . The game is online at: 144.13.22.62:2000. Will be hosted at buildnshoot.io .
<i>Current</i>	Programmer OLDCASTLE BUILDING ENVELOPE Wausau, WI
OCT 2015	<i>Shopview Programmer</i> Programmed in Visual Basic .NET and SQL to handle large amounts of data for factory jobs. Worked on tasks assigned by supervisor while working off-site with no set schedule. Completed a multitude of tasks with varying deadlines.
SPRING 2016	Client/Producer for YOU MUST MATH! Educational Game, UW-Stout, WI <i>Designer and Manager</i> Designed game mechanics and vision from scratch. Organized and led development group to complete the product on time. Performed feedback collection from various target audiences. Won "Best Advanced 2D Game SGX 2016" as voted by audience.
SPRING 2016	Programmer for UNITY MAZE GAME, UW-Stout, WI Created a gameplay prototype in order to show technical and design skills. Designed and programmed combat systems, navigation, item collection, and basic AI. Utilized agile programming and sprints to produce design documents and prototypes. Produced a fully functional prototype with several difficulty levels.
FALL 2015	Programmer for STORM DEFENSE, for the 2016 SCIENCE OLYMPIAD UW-Stout, WI Used Google App Engine with JavaScript to make a web-based high-score system. Designed and programmed from scratch all elements with a team of 5 others. Managed and organized three artists and two programmers. Released product on time and to the specifications of the client.
SPRING 2017	Programmer for LUDUM DARE 38 GAME JAM Worked with one artist to create a game in 72 hours using Unity. Released a playable game by maximizing limited time. Drafted ideas before implementation to ensure a finished product. The game can be found at https://ldjam.com/events/ludum-dare/38/little-sprout-garden .

TECHNOLOGY SKILLS

Basic Knowledge: JAVA, CSS, PHP, PYTHON
Intermediate Knowledge: C/C++, UNITY, C#, SQL
Advanced Knowledge: JAVASCRIPT, HTML5, NODE.JS, SOCKET.IO

EXTRACURRICULAR ACTIVITIES

SEPT. 2013 - MAY. 2017 Member, UW-STOUT IGDA CHAPTER, Menomonie, WI