**Evan Spiegel**

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Evanston, IL 60201 (847) 902-0277

**Education**Indiana University Bloomington Class of 2017 **-** BS in Game Design

Projects:

* + Spook House – Isometric tower defense / tycoon game developed by Hidden Pizza Games (Class MSCH-G470 – Workshop 3) – Unity/C#
	+ Astraeus – Project lead for top down mobile exploration/arcade game developed in Hoosier Games (Club) – Unity/JavaScript

Skills: C#, Java, Scheme, HTML, CSS, JavaScript, Python, and Office Application Suite

* Certified in C# 3.0 Fundamentals by Brainbench

**Experience**

Unity Developer July 2019 – December 2019

Cubicle Ninjas, LLC Glen Ellyn, IL

* Contributed to virtual reality and augmented reality apps using Unity and C# scripting
* Part of multidisciplinary team creating highly reviewed products for companies such as Oculus and Discover
* Adapted to large existing code bases, making sure to add clean, readable, modular scripts and functionality

Individual Unity Projects March 2018 – current

* Computer game version of a 2-player card game called Rat-a-Tat-Cat
* Civilization-style zombie apocalypse game where you build up a community of survivors
* Both made with Unity and C# scripting

Game Programmer June 2017 – March 2018
(Under contract to) 3DICE Games La Porte, TX

* Implemented game mechanics using Unity engine and C# scripting
* Organized code in readable manner, using comments and clear variable names

Game Programmer May 2017 – August 2017
Indiana University Mark Cuban Center for Sports Media and Technology Bloomington, IN

* Developed several online arcade games using Construct 2 and Game Maker Studio 2
* Worked with visual scripting as well as GML (Game Maker Language)

Web Developer/Game Music Composer February 2016 – September 2016
Indiana University School of Public and Environmental Affairs Bloomington, IN

* Waterworks is a free online educational game that was funded by Indiana University SPEA
* Created dynamic web pages that would act as the game manual and coded using AGILE methodologies to encourage code reusability and readable code comments

Research Assistant September 2015 – September 2016 Indiana University School of Psychology and Brain Science Bloomington, IN

* Read and discussed mathematical and psychological research papers with team
* Helped run subjects for visual perception experiments
* Adapted quickly to new work environment, integrating myself into the team and working hard to contribute and ensure the success of the experimental endeavors

**Activities and Interests**

President of IU Chess Club Music Composition Piano Board Games

2010 State Champion Chess Team for Niles North High School