

Ian Feldschneider Game Engineer	ianfeldschneider.com	ifeldsch@gmail.com
Education 4 year college (2011-2015)	<ul style="list-style-type: none"> • University of Wisconsin-Whitewater • Major - Media Arts and Game Development BA • Minor - Computer Science • GPA - Cumulative 3.89 GPA (Summa Cum Laude) • On Dean's List • Took Internship that turned into temporary contract at <i>Virtual Squared Leagues (Php)</i> in 2015 	
Indie Portfolio Building 2 years (2016-2018)	<ul style="list-style-type: none"> • <i>Rocket Theater (Unity C#)</i> - 3D side scrolling, rocket jumping game inspired by Tony Hawk's series • Learned to work with a teammate remotely • Implemented action based systems, interfacing with online leaderboards, gameplay mechanics https://aloe-vertex.itch.io/rocket-theater-rehearsal 	
Filament Games 6 years (2018-Present)	<ul style="list-style-type: none"> • Educational/Games For Purpose Games Company • Lead engineer for <i>Robot Champions (Typescript)</i>, a shipped full-fledged Roblox game complete with a robust build mode, multiplayer challenges, and physics based robotics. https://www.filamentgames.com/project/robot-champions/ • Helped ship several other games: <i>gotalk (Unity)</i>, <i>zodiac (Unity)</i>, <i>2 different twin cities pbs games (Typescript)</i>, <i>scholastic w.o.r.d. (Typescript)</i> • Learned how to work in a team, meeting etiquette, JIRA/Agile, Git https://www.filamentgames.com/ 	
Hobbies & Other Skills	<p>Built and worked in several online multiplayer projects before (<i>Unity Photon Quantum, Java w/ Kryonet, GameMaker, Unity's RPCs, Forge Networking</i>)</p> <p>Learned <i>Godot (Mono C#)</i> development for hobby projects.</p> <p>Currently building a 3d car combat game in my free time.</p>	