Shane Strander

(504)458-9535 | shanestrander@gmail.com | Louisiana

Education_____

MASTER OF SCIENCE | GRADUATED JUNE 2024 | UNIVERSITY OF SKÖVDE
· Major: Game Development - Serious Games
· Related coursework: Field Studies, Game Project, Academic Perspectives on Digital Narration and Transmedia

BACHELOR OF SCIENCE | GRADUATED MAY 2021 | LOUISIANA STATE UNIVERSITY
· Major: Computer Science - Software Engineering
· Minor: Digital Media Arts & Engineering Technology
· Related coursework: Algorithms & Data Structures, Object Oriented Design, Artificial Intelligence, Machine Learning

Experience_____

GAME DEVELOPER –*STAGEIT, GOTHENBURG, SWEDEN*   APRIL 2023 | OCTOBER 2023
· Designed 5 digital training applications for teachers to use in remote classrooms
· Developed one of the applications using PhaserJS
· Created a backend interface for saving teacher question lists and distributing them to the applications

CATLAB TECHNICIAN –*ELECTRONIC ARTS, BATON ROUGE, LA*   NOVEMBER 2021 | MAY 2022
· Tested, analyzed, and recorded the performance of software on varying hardware configurations
· Designed and built internal tools to develop more efficient ways of performing compatibility testing

CO-FOUNDER – *BREACH SOFTWARE LLC, BATON ROUGE, LA*   JANUARY 2020 | DECEMBER 2020
· Web and app development company specializing in innovative UI/UX design

QA TESTER II (BALANCE TEAM) – *ELECTRONIC ARTS, BATON ROUGE, LA*   JUNE 2019 | AUGUST 2019
· Scheduled meetings for the team and led discussions during those meetings
· Delegated tests to appropriate team members
· Prepared future topics for the team
· Organized and progressed reports from the team

Organizations and Clubs_____

COMMUNICATIONS OFFICER AND SECRETARY - *ESPORTS LSU*   AUGUST 2017 | MAY 2021
· As the club's secretary on the executive board, I participated in and took meeting minutes for club's leadership meetings
· As the communications officer, I helped recruit new members to the club and produced the club's newsletter
· While a captain of a D3 League of Legends team, I used leadership skills to coach my team throughout the semester

Skills & Abilities_____

LANGUAGES	SOFTWARE	LIBRARIES / FRAMEWORKS	OTHER
· Java	· Unity	· Quasar	· Agile Development
· C#	· Unreal	· React	· Scrum
· HTML/CSS	· JIRA	· PhaserJS	
· JavaScript	· Word/PowerPoint/Excel	· Pygame	
· Python			
· SQL			