Addison Braun

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EDUCATION

University of Wisconsin-Stout, Wisconsin's Polytechnic University, Menomonie, WI — Cumulative GPA: 3.72
Bachelor of Science in Computer Science - Game Design and Development — Graduation Date: May 2025
Bachelor of Science in Applied Mathematics and Computer Science — Graduation Date: August 2025

TECHNICAL SKILLS

- C++
- C#
- Python
- HTML with CSS
- Java & JavaScript
- MATLAB
- GitHub
- Unity
- Unreal Engine 4 & 5

RELEVANT COURSEWORK

- Introduction to AI
- Image Processing
- Algorithm Design & Analysis
- Operating Systems
- Software Engineering Principles
- Web and Internet Programming

WORK EXPERIENCE

Neurodegenerative Research Intern, Mayo Clinic, Rochester MN — May 2024 - August 2024
- Authored a research paper published in the Annals of Neurology medical journal detailing improved prediction of PSP pathology using machine learning. [Link](#)
- Earned the "Co-op and Internship Student of the Year" Award from UW-Stout for excellence.
- Created a model that used MRI and FDG-PET brain scans to differentiate neurodegenerative diseases.
- Learned multiple methods of machine learning through MATLAB, including Support Vector Machines, K-Means Clustering, Decision Trees, Neural Networks, etc.

Game Programming Intern, Dulcia Games, Remote — May 2024 - August 2024
- Learned the workflow and organization of an existing game.
- Identified, documented, and resolved bugs.
- Improved readability of UI and prepared for Steam release.

PROJECTS

Ripple and Frawg: The Seasonal Song, Game Software Capstone, UW-Stout, [Link](#) — October 2023 - May 2024
- Won the "Best Process and Prototype" Award at the Fall 2023 Stout Game Expo (SGX) and the "Best Gameplay" Award at the Spring 2024 Stout Game Expo (SGX).
- Designed Dig mechanic that allowed movement under obstacles and up walls to provide unique traversal.
- Created in-depth test cases to ensure mechanics would work consistently throughout the game.
- Worked in Unreal Engine 5.2 and Tortoise SVN to implement industry-standard software.
- Wrote documentation on control schemes and inspirations to keep future design consistent.

Dead Pixel, 2D Game Design and Development, UW-Stout, [Link](#) — February 2023 - May 2023
- Focused on the visual design and UI of the product that made it stylish and accessible to the user.
- Tested our game for issues and delegated bugs amongst our team.
- Presented our project at the Stout Game Expo (SGX) for community members to play.

Cold War Battleship, 2D Game Design and Development, UW-Stout, [Link](#) — January 2023 - February 2023
- Taught myself Godot and GDScript in a short period of time to create our game in a new engine.
- Managed time and scale in order to make a realistic product with my team in the timespan of three weeks.
- Solved problems related to simultaneously implementing both C# and GDScript.

Anissa and The Mimic, Video Game Development, UW-Stout, [Link](#) — January 2022 - May 2022
- Lead a team of five team members to design, implement, and present a 2D Platforming game.
- Developed character, enemies, and environments using Unity, Visual Studio using C#.
- Set deadlines for the team and accurately conveyed plans and vision for the product.

INVOLVEMENT

University of Skövde, Study Abroad Experience in Sweden — August 2024 - January 2025
Swing Club, Member — October 2021 - May 2024
Game Developers Conference, Attendee — March 2024