

DAN SCHATZEDER

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Honolulu, Hawaii
(630) 800-0260

Skills

Unity3D	Custom Editors	Networking	GitHub	Google Sheets
C#	Shaders/Pipelines	API Integration	Creative Solutions	Data Automation

Employment

GameDevHQ

October 2020 - May 2021

Developer/Instructor

- Led 8 week intensive program preparing students for careers in Unity
- Built and instructed for a 3-D Tower Defense game covering:
 - Modification and extension of existing assets and code
 - AI systems like NavMesh and enemy/tower target prioritization
 - Optimized features from object pooling to event driven systems
 - Enhanced user experience through shaders and animation states
 - User interface features from basic menus to custom editors
 - Unity Profiler to ensure high performance and minimal garbage collection
 - Networking integration from scratch of in-game PayPal feature
 - Version control and monitoring of changelogs via GitHub
- Reviewed and pair coded on a daily basis to problem solve alongside students

Aloha Connects Innovations

October 2020 - December 2020

Instructor/Program Administrator

- Administered Unity development educational program to prep for careers in coding
- Wrote articles and generated instructive resources for course material
- Compiled and automatized data to better drive curriculum and program direction

Island's Fine Burgers and Drinks

March 2017 - November 2020

Bartender

- Tend bar and serve guests in friendly, fast-paced bar/restaurant
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Education

College of DuPage

2010 - 2013

Associate in Arts

Clerical Accounting Certificate

GameDevHQ Development Professional Certificate

October - December 2019