

# DEVON TREIT

[Everett, WA](#) 

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## PROJECTS

### Next Duck | 2024 | [Download](#)

Next Duck is a clicker game demo created with Unreal Engine 5. In this project, I had the opportunity to put my C++ programming skills on display, and to learn how to use the newest version of Unreal Engine.

### Murder Dave | 2024 | [Download](#)

Murder Dave is a humorous puzzle game demo created with Godot Engine 4, written in C#. The goal of this project was to demonstrate my ability to learn and work with a game engine that I was previously unfamiliar with.

### Possessor | 2021 | [Download](#)

Possessor is a virtual reality puzzle game demo created with Unity XR, tested on the Oculus Rift. I created Possessor to be accessible to people like myself who experience motion sickness from free locomotion in VR.

### Hymnprism | 2021 | [Download](#) | [News Article](#)

Hymnprism is an audio visualization program created with Unity to be used in performances by Boise Philharmonic in the Luminary Gallery – located in Boise State University's Center for the Visual Arts building.

## SKILLS

Adobe CC Suite	Leadership
Attention to Detail	Microsoft 365
C#	Organization
C++	Python
Communication	SQL
CSS	Swift
Customer Service	Time Management
G Suite	Unity Engine
Godot Engine	Unreal Engine
HTML	Visual Studio
JavaScript	XCode

## EDUCATION & EXPERIENCE

### Boise State University | Boise, ID

August 2017 – May 2021

Games, Interactive Media, & Mobile Technology (BS)

### Barista – Starbucks | Lynnwood, WA

February 2023 – Present

Communication, Customer Service, Time Management

### Custodian – Monroe School District | Monroe, WA

February 2022 – May 2023

Attention to Detail, Leadership, Organization

