

William Tuttle

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Career Objective An accomplished Game Designer and Educator

Education

Fred C. Beyer High School, Modesto, CA
2005

B.S., Computer Science: Game Design (projected)

2011

UC Santa Cruz, Santa Cruz, CA. GPA: 3.76, Major GPA: 3.6

Notable Coursework

Rhetoric & Inquiry, AP English Literature, Technical Writing, Intermediate Spanish, Intro to Micro/macroeconomics, Intro to Theatre Design, Calculus, Digital Media Production, Adv Programming. Game Design Studio I and II

Relevant Experience and Skills

- Worked for Brain Hurricane Tutoring Program at Van Buren Elementary in Stockton, Ca. I have also tutored privately for algebra and geometry.
- Excelled in Calculus, Discrete Mathematics and Linear Algebra courses. Exceptional writer at the college level

Skills

- Communication, Relationship Building, Effective Planning, Problem Solving, Computer Savvy, Networking, Works well alone or in team-based tasks.
- Applications: Microsoft Word, Excel and PowerPoint, Adobe Photoshop, common internet browsers, Game Maker
- Programming Languages: Java, C, C++, C# (XNA framework) and HTML
- Operating Systems: Windows, Mac OS, Solaris, Unix

Honors

- David S. Lee Scholarship - UCSC Baskin School of Engineering, 2007
- Patriot Award for English Literature - Fred C. Beyer High School, 2005
- Best in School, Peace Essay Contest - Modesto Peace-Life Center, 2005

Activities

- Prosecuting Attorney, Peer Court - Fred C. Beyer High School, 2005 to

2006

- Volunteer Administrator for the American culture booth, International Food Festival - Modesto Teachers Association. Graceada Park Modesto, CA, 2005