

Wendy Anna Beumel

UNITY DEVELOPER

experience

Peachy Keen Games 2019 - Present
App Developer

- Developing a companion app for a cute and cozy game called Calico, including a dress-up mode and a pet-viewing mode
- Building the app in Unity in a way that will make it easy to add new content without having to update the app through the app store
- Working remotely with a small team of indie developers

302 Interactive 2018 - 2019
Experience Developer

- Developed AR & VR games, apps, and user experiences for a wide variety of platforms including PC/Mac, Android/iOS, HTC Vive, and Oculus Rift
- Created gameplay prototypes to be presented to clients
- Modified existing code to correct errors, allow it to adapt to new software versions, and/or improve its performance

Girls Make Games 2018
Lead Unity Counselor 2019

2018 - Durham, NC
2019 - Redmond, WA

- Mentored a team of 5 middle-school age girls on how to make their own Unity game in three weeks
- Guided my team through the entire game development process, including designing, iterating, and debugging
- Lectured the whole camp (10-20 kids) on introductory game development principles, including design, programming, pixel art, and audio editing

profile

Location Orlando, FL

Email wendy@mintyfresh.dev

Portfolio www.mintyfresh.dev

For info on projects I've worked on, see portfolio.

education

BA in Digital Media: Game Design 2014-2018
University of Central Florida

skills

- AR/VR Development
- C# Scripting
- UI/UX Design
- Technical Design
- Project Management
- Public Speaking
- Youth Mentoring

awards

Girls Make Games Summer Fellowship 2018, 2019

Perseverance and Determination Award - UCF School of Visual Arts and Design 2018

Unity and GDC Student Scholarship 2018

XBOX Women in Gaming GDC Game Changer Scholarship 2017