

# Amber Renton

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## Education



**University of Michigan Ann Arbor**  
(September 2018 - May 2022)  
BSE in Computer Science, 3.531 GPA

**Intent to Pursue**  
(Expected: September 2022 - May 2024)  
MS in Computer Science

## Skills

### Languages & Frameworks

C++, C#, C, Python, HTML, CSS, JavaScript, SQL, LaTeX, Flask, React

### Tools

AWS S3, AWS DynamoDB, AWS Lambda, AWS Cloudformation, AWS Step Functions, Unity

## Activities



### President & Studio Director of WolverineSoft ([wolverinesoft.org](http://wolverinesoft.org))

(2018 - present) a University of Michigan engineering sponsored student organization focused on game design and development

Organizing and speaking at weekly meetings of up to 50 students that promote interactive discussion of game development algorithms in C#/C++, as well as design patterns. Leading long-term game projects of up to 50 students per semester using Unity C#, Jira, Confluence, and Bitbucket.

## Employment



### SDE Intern at Amazon

(2021) Hybrid SDE internship at Amazon, hybrid Seattle over the Summer of 2021.

Fully automated a machine-learning model deployment process, saving engineers up to 90% of time previously spent on manual deployment. Developed several AWS Lambda components using Python, Java, AWS CDK, and Typescript, and integrated these into step functions using AWS Cloudformation.



### Instructional Aide for EECS 494: Game Development ([eecs494.com](http://eecs494.com))

(2020-2021) University of Michigan undergraduate hire for instructional assistance in upper-level CS Course, EECS 494

Assisted in the discussion of C# algorithms, design patterns, and syntax. Managed student teams in agile project development using Jira. Instructed students on topics regarding Unity, C#, and general game development during weekly office hours. Provided weekly feedback on student projects.



### Software Engineering Intern at Spellbound ([spellboundar.com](http://spellboundar.com))

(2020) an augmented reality game development studio in Ann Arbor for children in hospitals

Designed and implemented a player inventory system and front-end user interface for an augmented reality mobile RPG using Unity, Vuforia, and C#.



### Co-owner, Lead Programmer and Artist at Abaca Games LLC ([abacagames.org](http://abacagames.org))

(2018 - 2019) an indie video game studio based in Kentucky that advocates for climate action and social innovation

Implemented a dialogue system, online high-scoring system, front-end user interface, and core gameplay features of a 2D choice-making game in Unity using C#. Published this mobile application on the Google Play Store under the title "10 Degrees".

## Personal Projects

### Caduceus ([wolverinesoft.org/caduceus](http://wolverinesoft.org/caduceus))

(2021) Procedural first-person shooter created with Unity C#

### Angel's Descent ([anjal494.itch.io/angels-descent](http://anjal494.itch.io/angels-descent))

(2020) 2D top-down dungeon crawler game created with Unity C#

### Circuitry ([wolverinesoft.org/circuitry](http://wolverinesoft.org/circuitry))

(2020) Case study of roguelike Nuclear Throne created with Unity C#

### Personal Portfolio Website ([amberr.dev](http://amberr.dev))

(2020) Portfolio website created through modified HTML and CSS template