

# Redding Sauter

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## Projects

### **DEGROWTH** | Video Games: Coding and Narrative

Spring 2024 | Macalester, MN

- Optimized performance of a Unity game for WebGL compatibility
- Developed fun and interactive game mechanics using Unity and C#
- Created engaging levels for a 2d platformer
- Managed and led a team of three with diverse tasks and skill sets to create a polished product within a semester

### **2FROGGER 2FURIOUS** | Two-day game jam

Fall 2024 | DIS Copenhagen

- Created a polished and presentable multiplayer game in a tight time crunch
- Collaborated in a team of two writing effective and efficient C# code in the Unity game engine

### **CITY BUILDER CARD GAME** | Gameplay prototype

Fall 2024 | DIS Copenhagen

- Developed new and innovative gameplay interactions in a digital card game using Unity and C#
- Managed a large workflow across a team of two to create a polished prototype in three weeks

### **GRASS SIMULATION** | 3D Graphics

Fall 2024 | DIS Copenhagen

- Used GLSL and BabylonJS to create a lightweight simulation

## Experience

### **DIGITAL RESOURCE CENTER** | Student Manager

May 2024 – Present | Macalester College, St. Paul, MN

- Demonstrated initiative by leading an overhaul of the student worker training system
- Created training materials on various digital and media tools for a team of 40–50 student workers
- Exhibited strong leadership skills by training and overseeing student workers

### **DIGITAL RESOURCE CENTER** | Student Worker

Aug 2022 – May 2024 | Macalester College, St. Paul, MN

- Assisted college student and faculty projects using a variety of digital and technical tools
- Managed steady communication with students and faculty using ticketing systems and answering phones
- Maintained functions of various technical devices via troubleshooting and online documentation
- Modeled and printed 3D objects for staff and faculty
- Answered inquiries using a broad knowledge of many different digital tools

## Education

### **MACALESTER COLLEGE**

Bachelor of Arts in Computer Science with minor in Studio Art  
Expected May 2026 | St. Paul, MN  
Dean's List  
Cumulative GPA: 3.8

## Skills

### **PROGRAMMING**

JavaScript • C# • Java • Python  
Swift • GLSL • R

### **TECHNOLOGY**

Unity • Godot • Phaser  
Git/Github • Fusion360  
Illustrator • Photoshop • InDesign  
Eleventy • Serverless • Vue

## Coursework

### **MACALESTER**

Software In Production  
Internet Computing  
Algorithm Design  
Computer Systems  
Object-Oriented Programming  
Data Structures  
Combinatorics  
Computational Linear Algebra  
Discrete Mathematics

### **DIS COPENHAGEN**

Computer Graphics: 3D  
Game Design and Development  
Artificial Intelligence

## Extracurriculars

Macalester the Gathering  
(*Founder and Co-Chair*)  
MacBike Student Org  
(*Leader and Repair Technician*)

## Links

Github:// [reddsaut](#)  
LinkedIn:// [Redding Sauter](#)