

Casey Waddell

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EXPERIENCE

PERBLUE

Madison, WI

Software Engineering Intern

May 2023 - August 2023

- Acted as the primary frontend developer for the mobile game Disney Heroes: Battle Mode (DH)
- Managed the implementation of the frontend interfaces and systems for DH version 5.3
- Performed routine frontend updates, as well as fixed numerous bugs in DH
- Collaborated cross-functionally with the various departments and team members of DH

HUBBARD AVENUE DINER

Middleton, WI

Host/Lead Host

Summer 2021, Summer 2022

- Flexibly ran the front of the store, including completing transactions, preparing to-go orders, and interacting with customers to service their needs
- Handled and verified daily front-of-house earnings, ensuring accurate transactional records

APEX PROPERTY MANAGEMENT

Madison, WI

Muralist

September 2019 - July 2020

- Designed and painted a 500-square-foot mural for a commercial office building in downtown Madison
- Reviewed mural design with building tenants, and made adjustments to achieve a shared success

SOFTING

Munich, Germany

Intern

July 2018 - August 2018

- Independently traveled abroad at age 16 to intern, demonstrating initiative and adaptability to succeed while communicating primarily in German
- Shadowed across various departments, gaining diverse skills in hardware maintenance, market/legislative research, flexible communication, and developing a cross-cultural perspective

EDUCATION

UNIVERSITY OF WISCONSIN - MADISON

Madison, WI

Bachelor of Fine Arts in Art, Computer Science

September 2020 - May 2025

- GPA: 3.863 | Dean's List: 10 Semesters
- Game Design Certificate
- Studied abroad at the **Santa Reparata International School of Art**, Florence, Italy, Spring 2023
- Relevant Coursework: Software Engineering, Introduction to Algorithms, Introduction to Operating Systems, Building User Interfaces, Computer Graphics, 3D Digital Studio III, Game Design II

PROJECTS

BLAY

Unity/C#

Independent Game Project

November 2023 - Present

- Created a procedurally-generated puzzle game from scratch
- Developed algorithms to generate uniquely solvable puzzles based on input constraints
- Wrote all code and systems with a focus on modularity, efficiency, and clean architecture
- Designed and created all visual elements, including UI, 3D models, textures, and other assets