Cameron Zeter

Game Developer

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EXPERIENCE

YETi CGI, Grand Rapids, MI / Remote - *Jr Software Developer*

April 2023 - July 2024

- Utilized Javascript, HTML & CSS to create software tailored to specific client needs
- Developed tools to help support data management
- Enhanced software by making them compatible for various XR experiences as well as web
- Focused on R&D of new technologies with regards to spatial computing and simulation

YETi CGI, Grand Rapids, MI / Remote - *Contracted Software Developer*

August 2020 - March 2023

- Communicated with various departments like art and project management as well as clients during projects
- Tested software for bugs and operating speed, fixing bugs and enhancing the software's efficiency

YETi CGI, Grand Rapids, MI / Remote - *Open Lab Mentee*

July 2020 - August 2020

- Enhanced professional and coding skills
- Worked on various projects inside CasualOS

EDUCATION

Ferris State University, Big Rapids, MI - *Bachelors of Applied Science in Digital Animation and Game Design*

August 2016 - May 2020

- GPA: 3.40

SKILLS

Javascript, HTML5, CSS, Preact, C#, GIT, GITHub, Unreal Engine, Unity Engine.