

Chandlor Stauff

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Education

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| Boise State University Boise, ID <i>Bachelor of Science, Games, Interactive Media and Mobile Technology</i> | May 2025 |
| Southwestern Oregon Community College Coos Bay, OR <i>Associate of Art, Oregon Transfer and General Studies</i> | May 2020 |

Professional Experience

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| Boise State University Boise, ID <i>Peer Tutor</i> | January 2025 - Present |
| <ul style="list-style-type: none">Assisted peer in GIMM 285 and GIMM 300 to improve understanding and academic performanceDeveloped personalized learning strategies to meet individual student needsCommunicated complex concepts in a clear and accessible manner | |
| Grocery Outlet Meridian, ID <i>Deli/Freight; Backup Cashier</i> | March 2024 - December 2024 |
| <ul style="list-style-type: none">Oversaw product distribution and inventory for store floor, rotating products to ensure freshness and quality for customersTrained and certified in MHE (forklift, pallet jack, lift trucks); moved pallets to appropriate areas of store for distributionStrong attention to detail, active listening skills, and work ethicOrdered product through inventory management system as neededOperated point-of-sale system to check out guests; provided exemplary customer service | |

Projects

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| CRUD API Mobile Website Boise State University Boise, ID | January 2023 - May 2023 |
| <ul style="list-style-type: none">Design mobile website interfaces for collecting and validating user input, as well as displaying large volumes of dataDemonstrated how to use MySQL as a long-term data storage systemDeveloped a web application programming interface (API) to connect mobile interfaces and long-term data storage systems (HTML, CSS) | |
| Co-Team Lead/Front-End Developer Boise State University Boise, ID | August 2024 - May 2025 |
| <ul style="list-style-type: none">Led a front-end development team alongside another lead, coordinating sprint planning, task delegation, and weekly check-ins in a Scrum environment.Developed and maintained responsive user interfaces using HTML, CSS, JavaScript.Acted as a liaison between designers and developers, ensuring seamless implementation of UI/UX designs from Figma to production. | |
| UE5: Dwarf Garden Defense Boise State University Boise, ID | August 2024 - May 2025 |
| <ul style="list-style-type: none">Collaborated with group members to design a third-person game using Unreal Engine 5Learned the functionalities of Unreal Engine 5 using Blueprints; handling movement, combat, and UI interactionsImplemented AI enemy behavior with perception-based movement and attack logic | |

Skills

Microsoft Office (Word, Excel, PowerPoint), Google Workspace (Gmail, Docs, Drive, Slides, Sheets), Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro, Animate), Unity Game Engine, C#, JavaScript, Node.js, CSS, HTML, MySQL, WordPress, Problem Solving, Communication, Critical Thinking, Leadership, Adaptability