

# Chandlor Stauff

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## Education

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**Boise State University | Boise, ID** May 2025

*Bachelor of Science, Games, Interactive Media and Mobile Technology*

**Southwestern Oregon Community College | Coos Bay, OR** May 2020

*Associate of Art, Oregon Transfer and General Studies*

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## Professional Experience

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**Boise State University | Boise, ID** January 2025 - Present

*Peer Tutor*

- Assisted peer in GIMM 285 and GIMM 300 to improve understanding and academic performance
- Developed personalized learning strategies to meet individual student needs
- Communicated complex concepts in a clear and accessible manner

**Grocery Outlet | Meridian, ID** March 2024 - December 2024

*Deli/Freight; Backup Cashier*

- Oversaw product distribution and inventory for store floor, rotating products to ensure freshness and quality for customers
- Trained and certified in MHE (forklift, pallet jack, lift trucks); moved pallets to appropriate areas of store for distribution
- Strong attention to detail, active listening skills, and work ethic
- Ordered product through inventory management system as needed
- Operated point-of-sale system to check out guests; provided exemplary customer service

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## Projects

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**CRUD API Mobile Website** | Boise State University | Boise, ID January 2023 - May 2023

- Design mobile website interfaces for collecting and validating user input, as well as displaying large volumes of data
- Demonstrated how to use MySQL as a long-term data storage system
- Developed 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

- 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

- Collaborated with group members to design a third-person game using Unreal Engine 5
- Learned the functionalities of Unreal Engine 5 using Blueprints; handling movement, combat, and UI interactions
- Implemented AI enemy behavior with perception-based movement and attack logic

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## Skills

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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