CHRISTIAN DAHL

Salt Lake City, Utah christian.dahl@manen.dev | 385-630-6451

/christiandahlmoon

Q yourespeakingtothemoon 😵 christiandahl.dev

SKILLS (LISTED IN ORDER OF PROFICIENCY)

| LANGUAGES | ТЕСН | CORE SKILLS | LEARNING |
|------------|---------------|-----------------------------|--------------------|
| C# | Unity Engine | Scrum | Assembly Languages |
| C++ | .NET Core | Leadership | Godot |
| Java | Unreal Engine | Agile Development | Flutter |
| Python | Git | Analytical Problem Solving | React Native |
| Lua | OpenGL | Korean Fluency | MongoDB |
| Javascript | MySQL | Transformational Management | Go |
| SQL | Flask | Efficient Communication | Rust |
| HTML/CSS | Bootstrap | Creativity | Kotlin |

RECENT INDUSTRY EXPERIENCE

Backend Lead Frameworks Eyewear | Neumont Collaborative Project Leading a team of 3 developers in laying the foundation for a bleeding-edge eyeglass point of sale system to help opticians improve sales and daily operations. Technologies & Skills Used: MySQL, Python, Flask, Data Science, Data Architecture

Game Director & Developer - Neoathlon

Web Design

Computer History

Salt Lake City, Utah Drachenblut SoftWorks | Neumont Senior Capstone Project November 2024 – Present

- Developing and self-publishing an arcade racing game inspired by F-Zero, with a currently estimated Steam wishlist count of nearly 100.
- Technologies & Skills Used: C#, Unity, Steamworks API, 3D Modeling

| Gameplay Developer | Swansea, Wales (Remote) |
|---|---------------------------|
| DragonFiAR Limited Neumont Collaborative Project | January 2024 – March 2024 |
| Designed and implemented gameplay features in an award-winning VR s | spellcasting game |
| built with Unity XR for the Meta Quest platform. | |
| • Technologies & Skills Used: Unity XR, C#, Autodesk Maya, Meta Qu | iest |
| HIGHLIGHTED PROJECT | |
| C++ Game Engine | May 2022 |
| DBF Engine Repository Game demo using the engine | |
| EDUCATIONAL BACKGROUND | |
| Bachelor of Science in Software & Game Development | Salt Lake City, UT |
| Neumont College of Computer Science | August 2024 |
| • GPA of 3.70 | |
| Mathematics, English, and Digital Art Tutor | |
| VOLUNTEER WORK AND INTERESTS | |
| Full-Time Missionary for The Church of Jesus Christ of Latter-Day Saint | s 2017-2019 |
| Game Design | |

Salt Lake City, Utah

March 2024 - Present

christiandahl.dev