

# Brian Bauch

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[www.brianbauch.dev](http://www.brianbauch.dev)

## WORK EXPERIENCE

### JR UNITY DEVELOPER

2023 - 2024

#### Balance Digital Media Studios | Green Bay, WI

- Created interfaces and C# scripts for new company apps and supported development on current ones, having project tasks finished 1 to 2 weeks before their deadlines
- Scripted with Unity C# in tandem with XML to support and modify server-side code, decreasing the web and server-side workload by 50%
- Developed with cutting-edge technologies such as AR and VR, increasing user engagement with company applications by 25%
- Emphasized game development practices on projects for game-like tours to appeal to larger audiences, 2 of which were shown off at large conferences
- Integrated functionality within apps to support multiple languages as well as voice-overs, increasing potential user-base by over 100%

### AR DEVELOPMENT INTERN

2021

#### University of Wisconsin-Stout | Menomonie, WI

- Implemented the Vuforia AR plugin to Unity to create an art tour application that covers 25% of the art pieces around campus and is included as a central teaching piece in 3 digital humanities courses
- Analyzed data from program evaluations to identify areas of improvement and recommend effective strategies for future success.
- Attended weekly scrum meetings to set in-scope development goals, which lead to a surpassing of goals granting 1 extra month of refinement and optimization
- Researched new ideas for use in creating show pitches, giving the client 3 different approaches to take in terms of application layout and functionality

## INDUSTRY SKILLS

▪ UI/UX Design	▪ Unity Engine	▪ Game AI
▪ AR/VR Development	▪ Unreal Engine	▪ Input and Interface
▪ .NET	▪ C#, C++, XML, Python	▪ QA Testing

## EDUCATION

### Bachelor of Science | Computer Science

2018 - 2023

#### University of Wisconsin-Stout | Menomonie, WI

- Graduated Cum Laude with 3.58 GPA