

CASEY SCOGGINS

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PROFESSIONAL SUMMARY

Physicist and Game Developer. Will be graduating May 2020 with a BS in physics, a co-major in game development, and minor in mathematics. Am practiced with 10+ programming languages and will learn any more as needed. Will have four semesters experience as a student researcher and am experienced both as a group leader and with project management.

SKILLS

- Computational programming
- Practiced with Adobe (Photoshop, Illustrator, After Effects, InDesign)
- Project Management
- Practiced in Unity, PICO-8, GameMaker
- Experienced in Matlab, Fortran, Python
- Group leader
- Website development

EXPERIENCE

Lead Worker, Supervisor

08/2016 - Current

Spring Street Treats - Oxford, OH

- Have kept records of profits, managed company bank deposits
- Trained new employees, supervised workplace

Undergraduate Summer Scholars (USS) Student Researcher

06/2019 - 09/2019

Miami University - Oxford, OH

- Performed research as requested by Dr. Stephen Alexander of Miami University
- Worked with and assisted other student researchers and Dr. Alexander
- Worked on individual research project alongside professor's research
- Worked primarily on galactic gravitational dynamics and multibody simulations
- Regarding the missing matter problem, searched for and implemented new methods of calculating gravitational accelerations with special focus on finding calculation methods that would remove the need for problematic approximations in the code used by the research group

EDUCATION

Bachelor of Science: Physics

Miami University - Oxford, OH

- Co-major in Game Development
- Minor in Mathematics
- Awarded Redhawk Eminence Scholarship
- Awarded Carl Frische Physics Scholarship
- Awarded Philip & Cora Macklin Scholarship
- Awarded Mary Jean & Joseph Priest Scholarship
- Awarded R. L. Edwards Scholarship
- Graduating in May, 2020