



Lee Rasmussen

Education

Bachelor of Science in Games, Interactive Media, and Mobile (GIMM)

Expected Graduation: May 2021

- The GIMM major focuses on teaching students how to create software and art, with a focus on VR, AR, and other interactive technologies.
- Minor in Music and a Certificate of Innovation and Design
- Boise State University – Boise, Idaho

Project Experience

Personal Website

- Personal portfolio website
- Created using HTML/CSS, Bootstrap, Visual Studio Code, and Github
- Clean design with many personalized elements

Virtual Reality Unity Game

- Raccoon Friendship Simulator - a family friendly friendship experience in VR
- Made with Unity, C#, Visual Studio, Blender, and more
- Solo Project

Personal Space AR App

- AR app design to teach elementary students about personal space
- Made with Unity, AR Core, C#, Visual Studio, Github and more
- Made with a team of 3 on a tight deadline for a client

Prior Work Experience

RDG Filings – Proofreader

July 2018 – Present

Boise, Idaho

- Meet deadlines daily
- Enthusiastic teamwork
- Extensive experience with various communication tools
- Computer proficiency

Additional work experience includes library circulation, house mover, and volunteer work

Skills

Languages

C#
C++
HTML/CSS
JavaScript
Python
TypeScript
SQL

Programs/Environments

Git
Visual Studio
Visual Code
Unity Engine
Unreal Engine 4
Blender
Adobe Creative Suite

Portfolio

[LinkedIn](#)

[Personal Website](#)

Scholarships

Laura Moore Cunningham Scholarship

2016-2020

Idaho Opportunity Scholarship

2019-2021

Dean's List

Spring 2020

Additional Experience

Keith Stein Blue Thunder Marching Band

3 years