

# Egan Putman

(913) 319-9412 | putman.egan@gmail.com | [eganputman.com](http://eganputman.com)

## EDUCATION

---

**University of Arizona – Tucson, AZ**

**Bachelor of Science in Game Design and Development, Minor in Computer Science**

College of Information Science

Graduation Date: May 2025

Cumulative GPA: 4.00

**University of Arizona – Tucson, AZ**

**Master of Science in Information Science: Human Centered Computing**

Anticipated start: August 2025

Anticipated Graduation Date: May 2026

## SKILLS

---

C# | Java | Python | R

Unity | Unreal Engine 5 | Plastic SCM | Blender | Adobe Creative Suite | Aseprite | Twine  
Ideation | Engaging Story-telling | Communication | Collaboration | Adaptability | Detail-oriented

## PROFESSIONAL EXPERIENCE

---

**Center for Digital Humanities, Tucson, AZ**

**May 2024 – Present**

***Developer***

- Designed and developed immersive virtual reality projects in Unity for educational and outreach initiative clients
- Specialized in volumetric capture by calibrating, directing, and distributing recordings for seamless implementation into virtual reality environments.
- Leveraged Unity Version Control (Plastic SCM), Blender, Substance Painter, and more.
- Collaborated with clients and internal teams to design the UX and necessary systems of five commissioned projects.
- Designed and shipped a gamified virtual reality teaching experience focused on youth drug prevention, from end-to-end.
- Created a virtual reality learning hub from end-to-end for an African American community center on topics of financial literacy, Google Suite, CPR training, etc.
- Selected to travel and be part of a demonstration team representing the Center at the Greater Cleveland Urban Film Festival.

**Stealth Technologies, Olathe, KS**

**Summer 2023**

***Technology and Production Staff***

- Utilized advanced laser, ultraviolet, and solvent printing methods alongside computer-aided die-cutting technologies
- Managed inventory of materials and project production workflows, ensuring organization and meeting fulfillment deadlines.

**Code Ninjas, Olathe, KS**

**Summer 2022**

***Instructor***

- Instructed and guided children aged 7-14 in learning code and developing problem-solving skills using a game-based curriculum.

## **LEADERSHIP**

---

**University of Arizona Video Game Developers Club**

**May 2024 – Present**

### **President**

- Led and oversaw the program, membership growth, and participation of a dynamic, multi-disciplinary group fostering an environment of personal and professional enrichment.
- Organized game jams and events to promote connections and technical growth.
- Grew meeting participation by 471%

## **NOTABLE COURSEWORK**

---

### **Tax Incentive - 3D Unity**

Real-time strategy game displayed as top example for all future classes.

- Key contributions include 3D models, textures, UI, building functionality and behavior

### **Arcane Escape - 2D Unity**

Magical action game displayed as top example for all future classes.

- Key contributions include level design, player abilities and upgrades, sprite creation, animation