

LEVI PINKERT

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EDUCATION

University of Southern California, Viterbi School of Engineering – Los Angeles, CA **May 2025**
Bachelor of Science in Computer Science Games, GPA: 3.97

Colorado Academy – Denver, CO **May 2021**
High School Diploma, GPA: 4.3

EXPERIENCE

iD Tech Camps, Caltech – Pasadena, CA **June 2023 – August 2023**
Lead Instructor

- Taught coding fundamentals to beginners, between the ages of 11 and 17, in languages such as C# and JavaScript.
- Demonstrated game development tools like Unity, Unreal Engine 5, and Processing.
- Led a team of 11 instructors to follow a tight schedule and ensure the safety of up to 86 students.
- Managed a classroom of 10 students, keeping them on-task and ensuring everyone was having a great experience.

Body.AI – Tel Aviv, IL **May 2022 – September 2022**
Full Stack Developer (Remote)

- Constructed full-stack MVP of continuous glucose monitoring application while remotely meeting with the startup's founders to discuss new designs and share feedback.
- Implemented cross-platform UI for web, iOS, and Android using React Native.
- Built backend with NodeJS and Firebase for authenticating users, storing data, and interfacing with 2 brands of continuous glucose monitor.
- Wrote TypeScript algorithms to analyze glucose data and provide health insights to people with type 2 diabetes.

Friday Health Plans – Denver, CO **May 2020 – August 2020**
Summer Intern

- Built Excel spreadsheet of provider data in 3 states, enabling analysis and improvement of health insurance network.
- Read provider contracts to find pricing and contact information.

EXAMPLES OF RELATED PROJECTS

Starry Flight – University of Southern California **January 2023 – May 2023**

- Designed and coded a casual mobile game using Unity, and released it onto the iOS app store.
- Engineered procedural generation to create an infinite world with 3 beautiful biomes.
- Created a unique and intuitive flight system with custom physics.

Game Jams **2016 – Present**

- Completed more than 15 weekend-long game development competitions, known as game jams.
- Prototyped and polished mechanics for 2D action and puzzle games in Unity and Game Maker Studio.
- Placed 40th out of 5,714 submissions in GMTK Game Jam 2021 with minimal puzzle game "Clump".
- Placed 155th out of 6,821 submissions in GMTK Game Jam 2023 with unique solitaire game "Crow's Feed".
- Placed 245th out of 6,136 submissions in GMTK Game Jam 2022 with hectic action game "Do or Die".

Competitive Programming – Colorado Academy **April 2019 – April 2021**

- Won 1st at HP Fort Collins' Code Wars 2021 using Java.
- Placed 2nd at Lockheed Martin Denver's Code Quest 2019 using Java.

SKILLS

- Programming Languages: C++, C#, JavaScript, TypeScript, Java, Python
- Web Development: React, HTML/CSS, NextJS, React Native
- Game Engines: Unity, Unreal Engine 5, Game Maker Studio
- Misc: Git, Firebase, NodeJS, ExpressJS