

# Bob Wilson

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**After a career in animation, I'm expanding my skills by studying coding and game development at Michigan State University.**

## Education

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<b>Michigan State University</b>	exp. graduation Dec 2027
B.S. Computer Science, Concentration in Multimedia and Graphics, Game Development Cognate	East Lansing, MI
B.A. Games & Interactive Media (prerequisites in progress). Michigander Scholar, GPA 3.627	
<b>Washtenaw Community College</b>	Jan 2024 – Apr 2024
Computer Science Classes (Python, Java), 4.0 GPA, Dean's List - High Honors, Phi Theta Kappa Honor Society	Ann Arbor, MI
<b>Macomb Community College</b>	Warren, MI
Associate of General Studies, 4.0 GPA, summa cum laude, Dean's List. Studied MACA Digital Art & Animation Specialty	

## Technical Skills

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**Languages and Libraries:** C++ (wxWidgets), Python (Pandas, NumPy, SciPy, SymForce, Matplotlib, JSON, REST API, CSV), C#, Java, UML  
**Developer Tools:** VS Code, CLion, IntelliJ, Unity, Jupyter, Git, GitHub, GitLab, Perforce, Jira, Visual Paradigm, Doxygen, Eclipse, Trello, Jenkins, Windows, Mac, Linux  
**Certifications:** PCEP Certified Entry-Level Python Programmer, Adobe Certified Expert for After Effects, Photoshop, Premiere

## Experience

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<b>Incoming Software Engineering Intern</b>	May 2025 – Aug 2025
<b>General Motors</b>	Warren, MI
<ul style="list-style-type: none"><li>I will be working with the Manufacturing Software Complexity team</li></ul>	
<b>Software Engineering Intern</b>	Jan 2025 – Mar 2025
<b>Freight Verify</b> , Real-time visibility platform for complex supply chains	Ann Arbor, MI
<ul style="list-style-type: none"><li>Worked on development team for Finished Vehicle product used by GM and Ford to track vehicles from assembly to dealerships</li><li>Resolved multiple Java and Python bugs by addressing Jira tickets, ensuring improved functionality and performance</li><li>Developed a solution to improve logging levels for a Spring Boot service running in various Kubernetes development environments</li></ul>	
<b>Robotics Software Engineering Intern</b>	Feb 2024 – Apr 2024
<b>Skydio</b> , the world leader in autonomous drones (in partnership with <i>Open Avenues Foundation</i> )	San Francisco, CA (remote)
<ul style="list-style-type: none"><li>Developed a dynamics simulation and feedback controller for Skydio's quadrotor drone using Python, NumPy, SciPy, and SymForce.</li><li>Delivered a GitHub repository with Jupyter notebooks, including implementations, derivations, and collaborative contributions.</li></ul>	

## Projects

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<b>Astro Flipper (2D platformer game in Unity for MSU class CAS 117 Games and Interactivity)</b>	Feb 2025 – Mar 2025
<ul style="list-style-type: none"><li>Created custom levels with deadly spikes, created C# scripts for camera movement and gravity flipping.</li></ul>	
<b>Triangle Defender (Retro 2D shooter game in Unity for MSU class CAS 117 Games and Interactivity)</b>	Jan 2025 – Feb 2025
<ul style="list-style-type: none"><li>Designed and developed the game, created levels, particle effects, a cinematic, writing, and narration.</li><li>Wrote C# scripts to animate and split enemies, randomize shooting, add cinematic subtitles, and more.</li></ul>	
<b>Canadian Experience / Sparty-In-A-Box (C++ project for MSU class CSE 335 Object Oriented Software Design)</b>	Nov 2024 – Dec 2024
<ul style="list-style-type: none"><li>Created a 2d animation software with music box simulator with crank, gears, and shafts using C++ and wxWidgets</li><li>Led the team-based sub-project in designing the music box in UML, the only team whose design was approved on the first attempt.</li><li>Won the Best Movie award</li></ul>	
<b>Sparty's Boots Game (Team C++ project for MSU class CSE 335 Object Oriented Software Design)</b>	Oct 2024 – Nov 2024
<ul style="list-style-type: none"><li>Team created a video game where the player builds circuits using AND, OR, NOT logic gates</li><li>Created initial class design, wrote several classes in C++ and wxWidgets, refactored teammates' code, and fixed bugs</li></ul>	
<b>Data Science Visualization - Crime Statistics Analysis (Python project in WCC class CPS 120)</b>	Apr 2024
<ul style="list-style-type: none"><li>Analyzed FBI crime data using Python in WCC Intro to Python class, utilized JSON and Pandas modules for data processing</li><li>Generated bar charts and tables using Matplotlib for regional crime statistics relative to the national average</li></ul>	

## Previous Career in Animation

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Extensive experience as an Animator in Games (EA, PlayStation, Ubisoft), Feature Animation (Pixar, DreamWorks), Automotive (GM), Visual Effects (ILM, Digital Domain, MPC, Tippett Studio), AR/VR (ILMxLAB), and Advertising (Skidmore Studio for clients Ford, Chevy, Mazda, Michelin, and Microsoft). Animation resume, awards, and portfolio available at: [www.bobwilsonanimation.com](http://www.bobwilsonanimation.com)