

Glen R. Warren

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Education

University of Michigan, College of Engineering

Bachelor of Science Engineering in Computer Science

Ann Arbor, MI

Dec. 2025

- GPA: 3.92/4.0
- Course Highlights: Web Systems, Data Structures and Algorithms, Computer Science Theory.

Work Experience

Technical Computer Services

Part time Data Entry and Research Employee

Dearborn, Michigan

May 2021 - August 2021

- Conducted research and data entry for medical products, contributing to an online medical supplies company launch.
- Experienced software design from the user's point of view, giving valuable insight on design choices.

Projects and Leadership Experience

WolverineSoft Game Development Studio

Lead Designer

University of Michigan

Sept. 2022 - Present

- Collaborated with a team of 30 to 40 members to create complete short game experiences.
- Created documentation for five one-semester case studies on *FTL: Faster Than Light*, *Hyper Light Drifter*, *Nova Drift*, *Gunstar Heroes*, and a RPG genre case study. Also led other designers and managed meetings for two semesters.
- Utilized the Atlassian suite for documentation and agile workflow to organize collaboration.
- Communicated with design, programming, and art departments to ensure cohesive feature integration.

EECS 281 - Data Structures and Algorithms

C++ Programmer

University of Michigan

Jan. 2023 - April 2023

- Created a stock market simulation using priority queues and templated containers.
- Built a database program based on hash tables and using red-black trees for fast search.
- Programmed optimal traveling salesman with branch and bound, and with a farthest insertion heuristic.

International Science and Engineering Fair (May 2022)

Finalist

Atlanta Georgia

Sept. 2021 - May 2022

- Combined Python hand recognition library with libraries for computer control to enable gesture based computer control.
- Linked mouse movement, volume and brightness control, and video controls to gesture recognition.
- Wrote and presented a research paper on the use of my novel gesture based control at the International Science Fair.

Scouts BSA

Eagle Scout, Senior Patrol Leader

Dearborn, MI

July 2021 - July 2022

- Managed weekly meetings for scout learning and advancement.
- Planned and led monthly campouts with a team of other scouts.
- Lead a cumulative service project supporting the community and the environment.

Skills

- **Programming Languages:** C++, Java, C#, Python
- **Tools:** Git, VSCode, Visual Studio, Unity Engine, Jira, Confluence, Bitbucket, Python (OpenCV, Numpy, Pandas), Jinja, Flask, React
- **Platforms:** Ubuntu Linux, Windows 10/11
- **Industry Knowledge:** Software Engineering, Unity Game Development