

# TAODE OGDEN

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## OBJECTIVE:

Seeking a software development co-op emphasizing strong programming skills in C# and C++, and experience with game engines. Available May 2022 - December 2022

## EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2025

*Bachelor of Science, Game Design & Development*

GPA: 3.9

*Relevant Courses:* Game Design and Algorithmic Problem Solving (C#), Data Struct. & Alg. I (C++), Interactive Media Development (Unity)

## SKILLS:

Programming Languages: C#, Java, C++

Game Engines: Unity

## PROJECTS:

*Crisis and Romance*, Academic Project | January 2021 - May 2021

- Created a game demo with a team of 4, using the MonoGame engine
- Designed and programmed the UI in C#, and devised accessibility options such as customizable controller layouts
- Built an external tool with Windows Forms, from scratch, to streamline level creation

*Ball Pulse*, 2021 RIT Global Game Jam Competition

- Collaborated with a team of 3 to design and create a game, with Unity, within 48 hours
- Created assets to be used for Unity's scene editor and level prototyping

## EXTRACURRICULAR / VOLUNTEER EXPERIENCE:

*Small Groups* Chair, Newman Catholic Community E-Board | April 2021 - Present

- Oversaw long-term student groups for spiritual enrichment
- Coordinated with others to organize events, gatherings, and spiritual retreats to promote community growth

*Member*, Crashtest Games Club | August 2021 - Present

- Attended weekly gatherings to help playtest board game prototypes
- Expanded my game design and analysis skills as a tester

*Member*, RIT Honors Program | August 2020 - Present

- Participated in weekly council meetings and speaker events to stay informed of my community
- Volunteered to support local communities by creating such things as learning materials for the visually impaired