

Aaron M. Cummings

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OBJECTIVE

Seeking a game design and development or software developer opportunity that requires strong programming skills in C#, C++, HTML, CSS, JavaScript, and Python.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Graduated August 2023

Bachelor of Science, Game Design and Development

GPA: 3.58

Related Courses: Game Development and Algebra Problem solving 1 and 2 (C#, GitHub, Visual Studios), Intro to Interactive Media (HTML, CSS, JavaScript), Data Struc & Alg Games & Sim 1 and 2 (C++, Visual Studios, Git Lab), Rich Media and Web App Dev 1 (HTML, CSS, JavaScript), Board and Card Game Development

SKILLS

Programming Languages: C#, HTML, CSS, JavaScript, Python, C++

Integrated Development Environments: Visual Studios 2019, Visual Studio Code, PyCharm

Game Engines: Unity

3D Modeling Software: Maya

PROJECTS

Letholdus the Damned (Academic Project)

- Created a side scrolling bullet hell using C# in a team of 4
- Created systems for the Players movement and collisions between objects as well as importing all the sprite sheets and making the animations of the sprites
- Used GitHub to keep track of tasks

Galactic Expanse (Academic Project)

- Created a sudoku battling game using C# in unity in a group of 4
- Created systems for ship movement and planet control
- Used GitHub to keep track of tasks within the group
- Was in charge of the level design for the whole game

EMPLOYMENT

Carrier Global, Spring and Summer 2023

- Worked on SQA testing and developing automatic testing tools with python.

Binghamton University, Summer 2019, 2021, 2022

- Worked in the HVAC, painting, and cleaning departments of Physical Facilities.

Regal Cinemas Binghamton Stadium 12, 2017-2019

- Worked in the usher and door positions where cleaning and interacting with customers was a daily task.

Lowe's Home Improvement, 2024-Present

- Worked on unloading trucks of their freight and stocking shelves with products.

LEADERSHIP EXPERIENCE

BSA- Eagle Scout

June 2016

Became an Eagle Scout at 16, the project was creating life sized silhouettes of animals for the Binghamton Zoo at Ross Park.