ALEXANDER CHARLES BRONNER

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Objective

To obtain a co-operative education experience in the field of game design and development for the Summer of 2016.

Education

Rochester Institute of Technology
Jan 2014 – May 2017
B.S. Game Design and Development
GPA: 3.42

Awards
RIT Dean's List (2014 Spring, 2014 Fall, 2015 Spring, 2015 Fall)

Skills

Programming / Markup Languages
C, C++, C#, Swift, Java, Processing, JavaScript, HTML, CSS

Development Software
Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Visual Studio, Xcode

Engines / Frameworks / APIs
Unity, FreeSpace Open, XNA, OpenGL, iOS SpriteKit

Other
Ability to function effectively within a team.
Excellent Written and Visual Communication skills.
Strong mathematical ability.

Experience

Team Project | Apr 2016 - May 2016
Worked in a team to develop first-person shooter controls for the OpenGL ReEngine. Developed complex collision detection, resolution, and optimization within the engine.

Team Project | Oct 2015 - Dec 2015
Lead a team to develop a competitive 2-player networked 6-axis shooter in the Unity engine. Worked with team members to ensure quality gameplay, a unified aesthetic, and functioning multiplayer.

Personal Project | Oct 2015 - Nov 2015
Used HTML5 Canvas and JavaScript to develop a system for collapsing and destroying n-gons upon player interaction. Implemented the system in a twin-stick shooter.

Personal Project | Jul 2015 - Aug 2015
Used Processing to develop a complete rotating variant of Connect-4, complete with physics and win-state checking.

Personal Project | Apr 2015 - May 2015
Worked in the Unity Engine to create a complex autonomous simulation of spaceship combat, using advanced evasion, pursuit, and flocking behaviors.

Freelance Work | Mar 2015
Used Processing to develop a computer graphics program for Occupational Therapists. Application was used to quickly develop bubble sheets for developing students' small motor skills.

Team Project | Oct 2014 - Dec 2014
Worked in a team to develop a 2D stealth-puzzle game using Microsoft's XNA Framework. Engineered a tile-based movement system, managed asset and level loading, planned and implemented a tutorial sequence, and prepared the game for several demos.