Allen Ko

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OBJECTIVE: Seeking an internship/co-op as a software engineer. Available Jan 2023 – June 2023.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2023
Bachelor of Science, Game Design & Development   **GPA: 3.86**
Related Courses: Data Structures & Algorithmic Games & Sims, Rich Media Web App Dev, Game Design & Development, Geographic Information Systems

SKILLS

HTML, CSS, JavaScript, Node.js, Git, Java, C#, C++, Processing, Unity, Unreal Engine 4, Firebase, Heroku, Photoshop, Illustrator

PROJECTS

Yu-Gi-Oh! Card Finder/Deck Builder
Rich Media Web App Development   January 2022 – March 2022
- Created a web page using HTML and CSS, streamlined through the use of web components
- Utilized the Fetch API to access data from an external card database using query parameters
- Implemented a cloud-hosted system using Firebase to keep track of favorited cards
- Current work uses the Heroku cloud platform to store information

Crimson Estate
Game Design & Development   October 2021
- Collaborated with a team of five to build a game in Unity
- Co-wrote and presented design document and drafted game dialogue
- Assisted in creating in-game assets and environment

SuperRoboDogFight
Game Design & Development   March 2021 – May 2021
- Collaborated with a team of five to build a game in Tabletop Simulator
- Designed primary game mechanics and balancing