

Allen Ko

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OBJECTIVE: Seeking a co-op as a software developer using programming skills in Java and C#, as well as software skills in Adobe Photoshop and Illustrator. Available May 2021 – August 2021.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2023

Bachelor of Science, Game Design & Development

GPA: 3.82

Relevant Courses: Game Development & Algorithmic Problem Solving (C#), 2D Animation and Asset Production (Photoshop/Illustrator), Interactive Media Development (Unity)

Awards: Dean's List – Spring 2020

SKILLS

Programming Languages: Java, C#, Python, HTML, CSS

Operating Systems: MS Windows, iOS

Software: Processing, Visual Studio, Unity, Photoshop, Illustrator, InDesign

Additional: Mandarin Chinese (4 yrs.)

PROJECTS

Apocalypse Towers

Academic Project | January 2020 – May 2020

- Created graphics for a platformer game, including player and enemy sprites and backgrounds for parallax scrolling in Adobe Photoshop
- Implemented various animations for movement and interaction using sprite sheets

The Last Manager

Academic Project | January 2020 – May 2020

- Collaborated with a team of four to create a video game in using the C# framework MonoGame
- Programmed levels and mechanics for shooting and movement within the game by allowing enemies to stack up behind each other when colliding
- Reduced workload by testing and fixing bugs