

Iain Roach

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Portfolio: <https://people.rit.edu/iir8454/235/project1/> • [linkedin.com/in/iain-roach/](https://www.linkedin.com/in/iain-roach/)

SKILLS

Programming Languages: C# | C++ | HTML:5 | JavaScript | CSS

Operating Systems: MS Windows | IOS | MAC OS

Tools: Microsoft Office | Google Apps | Unity | Visual Studio | Visual Studio Code | GitHub | Git | Maya | Photoshop | GraphQL

EXPERIENCE

IT Specialist

June 2021 - August 2021

Anchorage School District | Anchorage, AK

- Consolidated macbooks and chromebooks from all the schools in the Anchorage School District.
- Refurbished and updated thousands of macbooks and chromebooks for the upcoming school year.

Book Seller

October 2021 - May 2022

Barnes and Noble College | Rochester, NY

- Sold books and RIT clothing to a variety of customers including people that are hard of hearing.
- Took online orders and packaged them for customers to pick up.
- Worked in a team to fill out web orders and ship them to customers in a timely manner.

Game Developer

May 2022 - January 2023

Designori | Remote, Anchorage, AK

- Worked in a small team remotely to develop virtual reality training simulations for the Coastal Village Relief Fund (CVRF) in Alaska.
- Reported progress and goals to the team lead weekly during development meetings.

EDUCATION

Rochester Institute of Technology | Bachelor of Science in Game Design and Development

Expected May. 2024

- Minor: Japanese
- GPA: 3.9
- *Dean's List* (Fall 2020, Spring 2021, Fall 2021, Spring 2022)

Related Courses: 3D Asset and Animation Production (Unity and Maya) | Graphical Sim I |

Rich Media Web App Dev I (HTML:5 & JavaScript & CSS) | Interactive Media Development (Unity & C#) |

Data Structure & Algorithm for Games and Simulations I & II (C++) | AI for Game Environments (Unity & C#)

PROJECTS

Icarus, Academic Group Project (Unity VR, C#)

January 2023 - Current

- Created Archery mechanics in virtual reality
- Currently it has two events (Archery and Sharpshooting).

CVRF Northern Hawk Simulation, Designori Project (Unity VR, C#)

May 2022 - December 2022

- Created two VR training scenes teaching the user how to pack filets on the Northern Hawk as well as the proper way to make sure each box contains the same amount of fish.

560 Pathfinding Demonstration, Academic Project (Unity, C#)

January 2023 - February 2023

- Created a demonstration of different pathfinding algorithms specifically Dijkstra and three variations of A* (Uniform, Manhattan, and Cross-Product)