

# Ian Black

(646) 241-6683 | [iblack@u.rochester.edu](mailto:iblack@u.rochester.edu) | [LinkedIn.com/in/ian-black-1924921a9](https://www.linkedin.com/in/ian-black-1924921a9)

## Education

### University of Rochester, Hajim School of Engineering

Rochester, NY

Bachelor of Science in Computer Science

5/24

## Work Experience

### CDW

Chicago, IL

Application Developer Intern

5/23 — 8/23

- Built and tested new features using jQuery, React and Postman
- Maintained NuGet and npm configurations to keep projects inline with security protocols
- Worked in a SCRUM AGILE environment

### University of Rochester

Rochester, NY

Teaching Assistant for Data Structures & Algorithms

8/22 — 12/22

- Graded coding assignments in Java
- Led bi-weekly lab sessions
- Assisted students individually to help with homework and understanding of course material

### Professional Physical Therapy

New York, NY

PT Assistant

5/21 — 8/21

### Mizuho Securities

New York, NY

Programming Intern

5/18 — 8/18

## Technical Skills

- Programming Languages, Libraries & Frameworks: C#, JavaScript/TypeScript, C, C++, Java, Python, HLSL, GLSL, Unity, Unreal, Godot, Arduino, HTML and CSS, SQL, MERN (MongoDB, express.js, react, node.js), Socket.io, XNA, MonoGame, Puppeteer, pandas, multer, leaflet, .NET, GDScript, Kotlin, Anaconda, Android Studio, Gradle, Blender, Lua, Linux, Raspberry PI, NextJS,
- Relevant Coursework: Data Structures & Algorithms, Databases, Operating Systems, Machine Learning, Artificial Intelligence (AI), Mobile App Development

## Extracurricular Leadership Activities

### University of Rochester

Rochester, NY

President, Video Game Development Club

5/22 — 5/24

- Led engaging, educational workshops for club members in a variety of topics, languages and engines including C#, Unity, MonoGame, AI, shader programming and UI design and implementation
- Significantly increased club membership over two years (>100%)
- Organized dozens of events and competitions

## Projects

All projects, including those listed below, are on GitHub: [GitHub.com/Black-Chowder](https://github.com/Black-Chowder) or Itch.io:

[Black-Chowder.itch.io](https://blackchowder.itch.io)

- **Frogs! Video Game:** Developed a custom game engine for a 2D platformer I created for a Game Jam
- **Water Ripple Shader Demo:** An HLSL water ripple algorithm with time manipulation for a video game