

**Robert Emery Porter**  
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## EDUCATION

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### **Texas Tech University, Lubbock TX**

*BS in Computer Science - Magna Cum Laude*

Undergraduate GPA: 3.775

Graduation Date: May 2021

## EMPLOYMENT

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### **Citigroup | Development Lead** **July 2021 – Present**

- Leading a team to build an innovative web app from the ground up.

### **Blink Studios | Co-founder & Creative Director** **March 2020 – Present**

- Leading teams on multiple in-progress video games.
- Facilitated all aspects of project management.

### **Tyler Technologies | Software Development Intern** **May 2020 – August 2020**

- Built a dashboard to consolidate client data.

### **Texas Tech Registrar | Developer & Code Analyst** **August 2019 – May 2020**

- Built a staff facing dashboard in Blazor to speed up registrar operation.

### **Form.io | Intern** **May 2019 – July 2019**

- Learned about and built form-centric web apps to show to potential clients.

### **Texas Tech Library | Technician & Programmer** **March 2019 – May 2020**

- Wrote scripts in Go that interacted with Dell and Texas Tech's inventory system.
- Completed daily checks to assure computer longevity

## INVOLVEMENT

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### **The Computing Guild | Founder & Guildmaster** **April 2020 – May 2021**

- Facilitated an unprecedented partnership with Texas Tech administration.
- Built organization from scratch.

### **Gearbox | Unreal 4 Class Participant** **April 2020 – April 2020**

- Participated in and provided feedback for a UE4 class Gearbox was testing.

### **Sentient Nuts | Improviser** **October 2019 – May 2021**

- Learned about and performed in improv shows multiple times a month.
- Attended practice every Sunday.

### **ACM at Texas Tech | Social Chair** **August 2019 – May 2020**

- Increased new member conversion 400% from previous semesters.
- In charge of club public relations, organized all events, posted announcements, etc.

## TECHNICAL EXPERTISE

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**Languages:** C#, C++, C, Java, JavaScript, Go, Python, Antlr4, Visual Basic

**Software Workflows:** Maya, 3DS Max, Final Draft, Microsoft Suite

**Game Engines:** Unity, Unreal 4

**Software Development:** Agile, Waterfall