Brandon Greet

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Objective

Seeking a software development co-op or paid internship utilizing C# or Java.
Available June 2019 - August 2019.

Education

Rochester Institute of Technology, Rochester, NY   Expected Graduation: May 2021
Game Design & Development, Bachelor of Science
GPA: 3.2
Related Course Topics: Windows Application Design/Building, Data Structures and
Algorithms, Team Based Projects, 3D Modeling

Skills

Programming Languages: C#, Java, HTML, CSS, Javascript
Software: Visual Studio, Eclipse, Sublime Text
Version Control: Git

Projects

Escape From Area 51, Game Development & Problem Solving II   January 2018 - April 2018
Project Lead
- Led a team of 5 students to design and develop a short video game
- Developed various attributes including controls and object behaviors in C# and MonoGame
  using Visual Studio
- Managed a Git repository to store project files and resources

Activities

CyberPatriot IX National Youth Cyber Defense Competition   Fall 2016 - Spring 2017
Team Competitor, Highlands Ranch, CO
- Collaborated on a team of 5 students for practice and competition sessions
- Utilized Windows and Networking knowledge to secure machines
- Placed sixth regionally