

Brian Earl

Computer Science / Interactive Media And Game Development

Ambitious Computer Science and Interactive Media and Game Design student seeking an internship in the area of software development in order to gain hands-on experience. Adaptable and driven with strong work ethic and ability to thrive in team-based or individually motivated settings.

Education

2017-08 - Current **Dual B.S: Computer Science / Interactive Media and Game Development**
Worcester Polytechnic Institute (WPI) - Worcester, MA
Anticipated Graduation: May 2021
Study Abroad: London Spring 2020
Selected Coursework:
Object Oriented Design; Systems Programming; Algorithms; Computer Networks; Operating Systems; Webware; Technical Game Development; Game Development Process; Game Audio; Ethics of Computer Games; HCI; AI for Interactive Media; Computer Graphics

Programming and Team Projects

- IQP: Beckenham Place Park: Currently collaborating with team of students and sponsors in the regeneration of park's social value
- Humanities Practicum: Film Narrative in Play: Developing board game based upon film
- WPI Hackathon 2018: Word Cloud Generator
- Game Engine Recreation written in C++ for IMGD 3000
- Creation of various tabletop strategy games
- Game Development using GameMaker Studio 2

Work History

2019-06 - 2019-08 **Summer Technology Intern**
Core BTS, Inc, Hauppauge, NY

- Team member tasked with upgrading Hauppauge School district's computer equipment, as well as general maintenance and inventory of all district technology.
- Additional responsibilities included setup and imaging of approximately 300 new desktop computers, setting up Smart and Promethean boards, testing of Ethernet ports.

2018-06 - 2018-08 **Summer Technology Intern**
Harborfields Central School District, Greenlawn, NY

- Team member tasked with preparing all K-12 district schools for fall start-up. Responsibilities included reimaging computers in classrooms and labs; installing software, taking inventory, maintaining SMART Boards and setting up Chromebooks.

Leadership and Activities

- WPI Game Development Club – 2018-Present: Executive Board - Public Relations (2018-2019)
- WPI Fighting Game Club - 2018-Present
- 'Hour of Code' Mentor at a K-3 elementary School (2016 - 2018)

Contact

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Awards

2019 WPI Hackathon: 1st Place - Created a program which can detect potential seizure risks within Youtube videos

Programming Languages

Java
Javascript
HTML/CSS
C
C++
Node.js
Unity
Racket
R
GameMaker Studio 2
Godot

Skills

- Skilled in Programming Concepts such as Object Oriented Design, HCI, Networks, AI
- Proficient in Adobe Photoshop, Illustrator and InDesign
- Knowledgeable about game design process including game development using Unity and GameMaker Studio 2
- Hardware and software installation
- Troubleshooting and debugging
- Teamwork and collaboration