

Brian Earl

Computer Science / Interactive Media And Game Development

Ambitious Computer Science and Interactive Media and Game Design student seeking a position or internship in the area of software development. 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

Selected Coursework:

Object Oriented Design; Systems Programming; Algorithms; Computer Networks; Operating Systems; Webware; HCI; Intro to AI; AI for Interactive Media; Computer Graphics; Technical Game Development; Game Development Process; Game Audio; Ethics of Computer Games

Programming and Team Projects

- Experimental Cinema: Currently collaborating with a team of students to develop an interactive film aimed towards mobile devices; being developed using Unreal Engine
- Virtual Study Abroad: Collaborated with team of students and sponsors in regeneration efforts for Beckenham Place Park located in London
- Humanities Practicum: Developed a game based upon film
- Dragonfly Game Engine Recreation written in C++
- Game Development using GameMaker Studio

Work History

	Summer Technology Intern
2020-07 - 2020-08	<i>Core BTS, Inc., Hauppauge, NY</i> <ul style="list-style-type: none">• Team member tasked with preparing school districts for remote learning by helping with 1:1 initiative rollout.
2019-06 - 2019-08	<i>Core BTS, Inc., Hauppauge, NY</i> <ul style="list-style-type: none">• 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 <i>Harborfields Central School District, Greenlawn, NY</i> <ul style="list-style-type: none">• Helped prepare all district schools for fall start-up. Responsibilities included reimaging computers; 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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Digital Portfolio

<https://brian-earl.github.io/>

Awards / Events

2019 WPI Hackathon: 1st Place - Program which can detect potential seizure risks within YouTube videos

2018 WPI Hackathon: Word Cloud Generator

Dean's List 2019-2020

Programming

Languages/Technology Summary

Java
JavaScript
Python
HTML/CSS
C/C++
C#
Node.js
WebGL
Unity
Unreal Engine
GameMaker Studio 2
Godot

Skills

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