

Colby Shoffler

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OBJECTIVE

Seeking a game design co-op/internship using skills in C#, C++, Java, and Unity. Available Summer 2026.

EDUCATION AND AWARDS

Rochester Institute of Technology

Golisano College of Computer and Information Sciences

Bachelor of Science, Game Design and Development, Major

Rochester, NY

Anticipated May 2027

- GPA: 3.95
- Awarded Dean's List Fall 2023, Spring 2023, Fall 2024, and Spring 2024
- Recipient of the Presidential Scholarship
- Named an RIT Outstanding Undergraduate Scholar 2025-2026
- RIT Honors Program

Relevant Coursework: Interactive Media Development, Game Development and Algorithmic Problem Solving (I and II), 2D Animation and Asset Production, 3D Animation and Asset Production, Intro to Game Web Tech, Experience Design for Games & Media, Game Design & Development I & 2, Real-Time Simulations and Games 1 & 2, Storytelling Across Media, Foundations of Interactive Narrative, Level Design

SKILLS

Technical Skills: Unity, Git, Photoshop, Maya, Visual Studio, DaVinci Resolve

Programming Languages: C#, C++, Java

Operating Systems: Windows, macOS

PROJECTS

Colby's Trippin' Rad Guide to Interactive Games and Media (Academic Project) December 2023

- Designed and produced informational video utilizing DaVinci Resolve to create an engaging visual presentation describing the student experience of producing Interactive Games and Media.

Dueling Drivers (Academic Project)

February 2024 – May 2024

- Designed and programmed a 2D tank simulation game in a team of 4 using the C# MonoGame engine, focusing on local multiplayer mechanics including a level editor.
- Led design and development on a user accessible level editor and game menu UI intractability.
- Created 2D game sprites and UI elements, resulting in a polished and consistent menu aesthetic.

Space Escape (Academic Project)

November 2024 – December 2024

- Developed a 2D arcade-style game using JavaScript and PixiJS, integrating HTML and CSS to create a website for hosting the game.
- Authored a comprehensive documentation page detailing the development process during each project milestone.

Nexus32 Design Demo (Academic Project)

September 2024 – December 2024

- Produced an interactive 3D game room in Unity, incorporating original 3D models and textures for a fully immersive experience.
- Created 8 original 3-D models in Maya, followed by detailed textures and UV maps in Photoshop to enhance visual fidelity.

Aberration (Academic Project)

January 2025 – May 2025

- Led a team of five in designing and producing a tactile board game as the Team Producer, overseeing the visual and gameplay design of the game's cards and mechanics.
- Developed templates for multiple types of game cards and iterated on game mechanics after conducting multiple rounds of playtesting, resulting in improved game balance and player engagement.
- Managed team collaboration and ensured timely delivery of project milestones.

Bite the Bullet (Academic Project)

August 2025 – December 2025

- Worked on a team of five in designing and producing a platform fighting game, overseeing development of movement code, game menus, and level design.
- Assisted in production flow through designing game scope, milestone goals, and game elements.

EXPERIENCE

ROCS

Convenience Store Associate

Martinsburg, WV

July 2024 - Present

- Operated front cash register and efficiently handled customer transactions, providing customer service and managing cash flow.
- Assisted with customer sales by guiding customers through product selection, inquiries about store services, and ensuring a positive and easy shopping experience.
- Maintained store cleanliness by performing key routine tasks including sweeping, wiping surfaces, servicing drink machines, and managing trash removal to uphold a neat environment.
- Restocked coolers and shelves providing monitoring of inventory levels and replenishment of products to maintain well-organized and fully stocked displays.

Cantina and Grille at Global Village

Convenience Store Associate

Rochester, NY

October 2024 - Present

- Operated front register and efficiently handled customer transactions, providing customer service and managing checkouts.
- Operated kitchen display system and maintained customer to-go orders during high-volume, fast-paced operations.
- Adhered to safety and quality standards for safe food preparation, assembly, and presentation.
- Conducted regular store maintenance, including sweeping, mopping, and wiping surfaces.
- Restocked coolers and shelves providing monitoring of inventory levels and replenishment of products to maintain well-organized and fully stocked displays.