Cameron Olson

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- **Education**
  - Current 2nd year Game Design & Development Student at Rochester Institute of Technology
    - GPA of 3.45
    - Recipient of the RIT Presidential Scholarship
    - Expected Graduation Date: May, 2022
- **Skills**
  - **Application Development**
    - Desktop application development
    - Programming/computer languages: Java, JavaScript, C#, HTML, CSS, Visual Basic, C++ (currently learning)
    - Graphics frameworks: MonoGame, OpenGL, PixiJS
    - Unity development
    - Familiar with using git and GitHub for version control and team projects
  - **Web Development**
    - Frontend website development
    - Web app development
  - **Engineering**
    - Certified SolidWorks associate
    - Robotics
    - Manufacturing
  - **Design**
    - 3D Modeling
    - Image manipulation and drawing
- **Projects**
  - **Java-Based Game Engine** (in progress) — Experimenting with rendering and game engine development
    - Personal project with Vulkan, OpenGL, LWJGL, and Java
    - December, 2019 - present
  - **DrCannoli** — Simple platformer game in C#
    - Designed and made assets in Krita and developed rendering systems in MonoGame
    - January, 2019 - May, 2019
    - *https://github.com/CamSOlson/DrCannoli*
  - **TileTopOff.com** — Web-based puzzle game
    - Personal project using HTML, CSS, and JavaScript
    - December, 2019
    - *https://www.tiletopoff.com/*
  - **Cave of Crystals** — 3D environment
    - Modeled/textured terrain in Blender and laid out props in Unity
    - August, 2019 - December, 2019
    - *https://github.com/cso7654/3D-Animation-Final*
  - **Wall Wars** — Analog board game prototype
    - Designed board/pieces with Blender and assisted in gameplay design
    - August, 2019 - December, 2019
- **Experience**
  - **SmithMillsInn.com** — Business site for an Inn in PA
    - Solo project with HTML, CSS, and JavaScript
    - July, 2019
    - *https://www.smithmillsinn.com/*
  - **Juggernaut** — 2016 Champion of the National Robotics League National Competition
    - Designed using SolidWorks and assisted in manufacturing
    - September, 2015 - April, 2016