Cameron Olson

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Education

- Current 2nd year Game Design & Development Student at RIT
- GPA of 3.45
- Recipient of the RIT Presidential Scholarship
- Expected Graduation Date: May, 2022

Skills

- **Application Development**
  - Well-versed in desktop application development
  - Knowledgeable in a variety of languages
    - Java (>5 years experience)
    - Visual Basic (>3 years experience)
    - JavaScript (3 years experience)
    - C# (2 years experience
    - C++ (currently learning)
  - Using and learning graphics frameworks
    - MonoGame (1 year experience)
    - OpenGL (currently learning)
    - PixiJS (6 months experience)
  - Experienced in game/simulation development in the Unity game engine
- **Web Development**
  - Able to create rich websites with HTML, CSS, and JavaScript
  - Can set up custom domains and hosting services
- **Engineering**
  - Certified SolidWorks Associate
    - Able to comfortably use and manipulate SolidWorks to create professional-grade mechanical models
  - Experienced in electronics and robotics
    - 2016 champion of the National Robotics League National Competition
- **Design**
  - Well-versed in the use of Blender to create and design models, textures, and animations of various detail levels
  - Proficient in using tools such as Krita and Photoshop to draw and animate

Projects

- **SmithMillsInn.com** -- A website showcasing a historic inn and providing listings for visits on AirBnb
- **Juggernaut** -- Team project and 2016 champion of the NRL National Competition
- **DrCannoli** -- Team project using MonoGame and C# to create a simple platformer game
- **TileTopOff.com** -- A simple web puzzle game, compatible with all devices