

Cameron Olson

cso7654@rit.edu ■ camsolson@gmail.com ■ 814-493-1591 ■ camsolson.com

■ 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 programming and markup languages: Java, JavaScript, C#, HTML, CSS, Visual Basic, C++ (currently learning)
- Using and learning graphics frameworks: MonoGame, OpenGL, PixiJS
- Experienced in game/simulation development in the Unity game engine
- Familiar with using git and GitHub for version control and team projects

— Web Development

- Able to create rich websites with HTML, CSS, and JavaScript
- Can set up custom domains and hosting services

— Engineering

- Certified SolidWorks associate
- Experience in robotics and electronics

— Design

- Well-versed in the use of Blender to create and design models, textures, and animations of various detail levels
- Proficient in using Krita and Photoshop to draw, animate, and modify images

■ Projects

- **SmithMillsInn.com** — A website showcasing a historic inn and providing listings for visits on AirBnb: <https://www.smithmillsinn.com/>
- **Juggernaut** — Team project and 2016 champion of the NRL National Competition
- **DrCannoli** — Team project using MonoGame and C# to create a simple platformer game: <https://github.com/CamSOlson/DrCannoli>
- **TileTopOff.com** — A simple web puzzle game, compatible with all devices: <https://www.tiletopoff.com/>
- **Cave of Crystals** — Team project in Unity for a 3D asset creation class to build an environment using models we created with custom terrain: <https://github.com/cso7654/3D-Animation-Final>
- **Java/OpenGL Rendering Engine** (in progress) — Personal project experimenting with OpenGL rendering in Java using LWJGL (LightWeight Java Game Library)
- **Wall Wars** — Team project for a game design course to create an analog game, based around the idea of “pushing” your opponent into compromising locations