

Carter Irish

(802) 343-2646 • cdi9919@rit.edu • <https://www.linkedin.com/in/carter-irish/> • <https://carterirish.net>

OBJECTIVE

Seeking software programming and engineering co-op/internships using C#, C++, or Java. Available Summer 2026 and beyond

EDUCATION AND AWARDS

Rochester Institute of Technology

Golisano College of Computing and Information Sciences
Bachelor of Science, Game Design and Development

Rochester, NY

Anticipated August 2026

- GPA 3.5
- Awarded Dean's List Spring 2024, Fall 2024, Spring 2025

Relevant Coursework: Game Development & Algorithmic Problem Solving, 3D & 2D Animation and Asset Production, Real-Time Simulations and Games, Web Application Development, Level Design, Interactive Media Development

SKILLS

Technical Skills: Git, Visual Studio, Unity, GitHub

Programming Languages: C#, C++, Java, HTML, CSS, JavaScript

Design Patterns: State Machines, ScriptableObject, Singleton, Observer

Operating Systems: Windows, MacOS

PROJECTS

Rat Runner (Academic Project)

Sept 2025 - Dec 2025

- Developed a 3D third person survival horror game
- Implemented crafting/camera systems using ScriptableObjects and state machines.
- Worked as lead programmer to support other devs in their tasks and design game systems
- Collaborated with 5-person team using Git for version control and Unity Collaborate for asset management

Rat Runner Companion Website

Sept 2025 - Dec 2025

- Designed and developed companion website to showcase game development project
- Built dynamic gallery using vanilla JavaScript to display 20+ game assets
- Implemented responsive design using vanilla HTML, CSS & JavaScript

You've Been Audited (Academic Project)

Feb 2024 - Apr 2024

- Developed a top-down tower defense game using C#, including gameplay mechanics and level design
- Led a team of four in designing and implementing a combat system resulting in a playable demo
- Programmed and implemented core UI elements and dynamic scaling for devices that allowed for fluid gameplay
- Communicated among peers and professors to resolve bugs and improve designs

EXPERIENCE

Vermont Lake Monsters

Head Cook

Burlington, VT

May 2024- Aug 2025

- Trained and managed kitchen staff while maintaining health/safety compliance