

## Carter Irish

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### OBJECTIVE

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

### EDUCATION AND AWARDS

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#### Rochester Institute of Technology

Rochester, NY

Golisano College of Computing and Information Sciences

*Bachelor of Science, Game Design and Development*

*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

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**Technical Skills:** Git, Visual Studio, Unity, GitHub

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

**Design Patterns:** State Machines, ScriptableObjects, Singleton, Observer

**Operating Systems:** Windows, MacOS

### PROJECTS

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#### 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

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#### Vermont Lake Monsters

Burlington, VT

*Head Cook*

*May 2024- Aug 2025*

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