

Collin Strauch

Chandler, AZ

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OBJECTIVE:

Seeking a co-op as a game designer/developer using C++, C# and/or Unity. Available May 2022 - August 2022

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2025

Bachelor of Science, Double major in Game Design and Development and Computer Engineering **GPA: 3.84**

Coursework: Game Development and Algorithmic Problem Solving I & II (C#), Intro to Game Web Tech (HTML/CSS/JavaScript), Data Structures & Algorithms for Games & Simulation I & II (C++), Casual Game Development (C#)

SKILLS:

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

Tools: Visual Studio 2019, Visual Studio Code, MonoGame, Unity, Photoshop CC, Maya, Git, Quartus II, ModelSim, Vivado

PROJECTS:

Zinger the Frog (Personal Project)

1 year

- Created a C# 2D side-scrolling platformer in Unity on a team of 3; styles and controls are inspired by Donkey Kong Country.
- Drew concept art of different boss characters to establish their character.
- Helped develop the controls to make movement feel fun to control.

AVERT (Academic Project)

4 months

- Developed a C# puzzle-solving game using MonoGame on a team of 4.
- Built an external tool and used it to create the levels, then implemented animations and the option to play multiple levels to make the game functional.
- Used Trello to keep track of tasks so each person has a role in the project.

Space Invaders: The Bizarro Dimension (Academic Project)

2 weeks

- Developed a JavaScript game individually using the PixiJS API; heavily inspired by the original Space Invaders.
- Programmed the levels so players play through them in a random order. Also developed a secret super hard level that players will find if they are unlucky.
- Created a boss battle that has multiple attacks and inflicts status ailments on the player.

VOLUNTEER WORK:

National Honor Society

August 2018 - June 2019

Member

Middletown, NY

- Cooperated with other members in a collaborative effort to perform volunteer duties around the neighborhood.
- Tutored peers in various subjects, including math, science, social studies, etc.