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Van Edelman

Seeking a game development or software development internship requiring strong skills in object-oriented programming.

EDUCATION

Rochester Institute of Technology, Rochester NY – GPA: 3.51

Bachelor of Science Game Design and Development

Anticipated graduation: May 2022

Related Courses: Data Structures and Algorithms (C, C++), Interactive Media Development (Unity, C#), Game Web Technology (HTML/CSS)

SKILLS

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

Software: Visual Studio, VS Code, Unity, GitHub, Photoshop, Maya

PROJECTS

Gravity Golf (Academic Project)

January 2019

- Created a 2D puzzle game as part of a team of four using the C# library MonoGame; the player must aim the trajectory of a golf ball in space using the gravitational fields of planets
- Implemented gameplay mechanics including an external level editor and a planet-based physics system to calculate the trajectory of the ball
- Designed and produced all art assets for the project

Particle Prodigy

November 2019

- Developed a subatomic particle themed simulation game for the Game Jam for a Cause, written in C# and using Unity.
- Individually programmed physics and interaction between subatomic particles and atoms.

EXPERIENCE

SummerTech Inc, Harrison NY – Code Instructor/Counselor

June - July 2017, 2018, 2019

- Taught Java and Python programming languages to school-age students
- Developed and instructed elective courses
- Tasked as a camp counselor, mentoring and supervising campers

Gracie's, Rochester NY – Food Service Worker

November 2018 - May 2019

- Worked as a team member at Gracie's, a large dining hall at RIT
- Cooperated with co-workers on tasks include serving, preparation, and cleaning

Kitchawan Farm, Ossining NY – Groundskeeper

September 2016 - April 2018

- Worked to maintain grounds throughout the year
- Mowed, weeded, cleaned, hauled, stacked, and rebuilt, as needed
- Collaboratively worked with others on manual labor projects