

# VAN EDELMAN

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Seeking a software development position that leverages my strong skills in object-oriented programming and experience in game design to contribute to innovative project solutions.

## EDUCATION

**Bachelor of Science (BS)**, Game Design and Development, *cum laude*

May 2023

Rochester Institute of Technology, Rochester NY

**Related Courses:** Data Structures and Algorithms II (C, C++), Interactive Media Development (Unity, C#), Rich Media Web App Development II (Node.js, React.js)

## SKILLS

**Languages:** C++, C#, Python, Java, JavaScript/TypeScript, HTML, CSS

**Technologies and Tools:** Node.js, React/Vue.js, VS Code, Visual Studio, Emacs, Git, Linux, Unity

**Methodologies:** Agile, Waterfall

## EXPERIENCE

**Retail Business Services, Quincy MA** — Full-Time Software Engineer Intern Jan 2023 - Jun 2023

- Collaborated with the Web team in daily Agile standup meetings to enhance a machine learning-powered chatbot, elevating customer engagement for a leading New England grocery chain
- Developed a cutting-edge web app to optimize supermarket operations and management efficiency

**Arista Networks, Santa Clara CA** — Full-Time Software Engineer Intern Jan 2022 - May 2022

- Partnered with experienced engineers on the Routing team to develop, test, and extend the codebase
- Implemented new features for the EOS Network Operating System, including a feature designed for a prominent social media platform, enhancing network performance

**RIT Dining Services, Rochester NY** — Food Service Worker Oct 2018 - Dec 2021

- Collaborated within a fast-paced team environment at Salsaritas and Gracie's, campus restaurants at RIT
- Mastered multitasking and time management to efficiently execute food prep, service, and cleaning tasks
- Cultivated strong interpersonal skills through daily customer interactions

**SummerTech Inc, Harrison NY** — Code Instructor & Counselor Summer 2017, 2018, 2019

- Instructed school-age students in Java and Python, igniting their passion for programming
- Developed, coordinated, and delivered elective courses, while providing mentorship to students

## KEY PROJECTS

### Stage

Dec 2022

Engineered a prototype social media platform with a REST API, NoSQL database, and dynamic front end using React.js. Employed full-stack technologies like Webpack and Redis to optimize performance and user engagement

### Mighty Mixers

Nov 2021

Collaboratively designed and developed a highly engaging multiplayer party game as part of a four-member team. Led the creation of art assets and programming for minigames and combat phases, enhancing the game's visual appeal and player experience

### Easy Answers

Oct 2021

Developed a user-friendly web app utilizing multiple APIs to provide simplified answers to user queries. Utilized the Bulma CSS framework for a sleek UI and intuitive UX, while implementing custom web components and local storage functionality for enhanced usability

### Danger Close

Sep 2020

Solo-developed a captivating zombie survival game using Unity, showcasing proficiency in game development and design. Innovated a custom pathfinding algorithm using vector fields and A\*, enhancing the game's AI and overall player challenge. Created all in-game assets, sound, and code, demonstrating a comprehensive understanding of game design

## INTERESTS

Longboarding, Hiking, Cooking, Tabletop/Video games, Computers