

# VAN EDELMAN

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

## EDUCATION

**Rochester Institute of Technology, Rochester NY – GPA 3.45**

**Bachelor of Science Game Design and Development**

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

## SKILLS

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

**Tech Stack:** Node.js, React.js, VS Code, Visual Studio, Emacs, Git, Linux, Unity, Trello

## EXPERIENCE

**Arista Networks, Santa Clara CA – Software Engineer Intern**

January – May 2022

- Worked with experienced engineers as a member of the routing team developing, testing, and extending their codebase
- Implemented new features for the EOS Network Operating System, including one for a major social media platform
- Expanded skill set by learning new technologies through hands-on experience

**Salsaritas, Rochester NY – Food Service Worker**

October 2020 – December 2021

- Worked as a team member at Salsaritas, a restaurant at RIT
- Cooperated with co-workers on tasks that included preparation, serving, and cleaning

**Lowes, Yorktown NY – Sales Associate**

May – August 2021

- Worked as part of a team running and closing the store
- Tasks included assisting customers, maintaining stock, and loading
- Entrusted to individually manage the lawn and garden department

**SummerTech Inc, Harrison NY – Code Instructor & Counselor**

June – July 2017, 2018, 2019

- Taught Java and Python to school-age students
- Developed and instructed elective courses
- Tasked, as a camp counselor, to mentor and supervise campers

## PROJECTS

**Mighty Mixers (Academic Project)**

November 2021

- Created, as part of a team of four, a well-received multiplayer party game
- Worked on programming, design, and art assets for minigames and combat phases

**Easy Answers (Academic Project)**

October 2021

- Developed a web app utilizing multiple APIs that gives simple answers to any question
- Utilized the Bulma CSS framework to create a pleasing UI and intuitive UX
- Created custom web components and local storage functionality

**Zombie Game (Personal Project)**

September 2020

- Used Unity to solo-develop a shoot-em-up zombie survival game in which the player must choose from a variety of guns to fight waves of zombies
- Programmed custom pathfinding algorithm using vector fields and A\*
- Created all assets, sound, and code

**Gravity Golf (Academic Project)**

January 2019

- Created, as part of a team of four, a 2D puzzle game using the C# library MonoGame
- Implemented gameplay mechanics including an external level editor and a planet-based physics system to calculate the trajectory of the ball
- Used Photoshop to design and produce all art assets for the project