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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 3.45
Bachelor of Science Game Design and Development
Related Courses: Data Structures and Algorithms II (C, C++), Interactive Media Development (Unity, C#), Rich Media Web App Development (JS, CSS frameworks)

SKILLS

Languages: C#, C++, Python, JavaScript, HTML, CSS, Java
Tech Stack: VS Code, Visual Studio, Emacs, Git, Linux, Unity, Bulma, Trello, Photoshop

EXPERIENCE

Arista Networks, Santa Clara CA — *Software Engineer Intern*
January 2022 – Present
- Worked as a member of the routing team, developing and extending their extensive codebase along with other experienced engineers
- Implemented new features for the EOS Network Operating System, including 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 serving, preparation, 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
- Tasked with individually managing the lawn and garden department

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, to mentor and supervise campers

PROJECTS

Mighty Mixers (Academic Project)
November 2021
- Created a well-received multiplayer party game as part of a team of four
- 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
- Solo developed a shoot-em-up zombie survival game using Unity, in which the player must fight waves of zombies and choose from a variety of guns
- Programmed custom pathfinding algorithm using vector fields and A*
- Created all assets, sound, and code

Gravity Golf (Academic Project)
January 2019
- Created a 2D puzzle game as part of a team of four 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
- Designed and produced all art assets for the project using Photoshop