Dominick Robinson

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EDUCATION

Carnegie Mellon University   **Aug. 2021 - present**
B.S in Mathematical Sciences (Operations Research and Statistics)   *Pittsburgh. PA*
- 3.85/4.00 GPA
- Relevant coursework: Mathematical Concepts and Proofs, Matrices and Linear Transformations, Principles of Imperative Computation, Multidimensional Calculus, Probability, Principles of Real Analysis

Greater Latrobe Senior High School   **Aug. 2017 - May 2021**
Class rank : 1/330   *Pittsburgh. PA*
- President of National Honor Society
- President of Physics Club
- Vice President/founder of Table Tennis Club
- Vice President/founder of Math National Honor Society
- National Merit Finalist

WORK EXPERIENCE

Walmart   **May 2022 - Aug. 2022**
Online Grocery Pickup   *Latrobe, PA*
- Retrieved items from all departments of store
- Frequently interacted with and assisted customers

Greater Latrobe Senior High School   **Aug. 2020 - May 2021**
Cashier of Student Store   *Latrobe, PA*
- Managed cash register
- Restocked items

LEADERSHIP

Game Creation Society   **Dec. 2022 - present**
President   *Pittsburgh, PA*
- Led officer and general body meetings
- Planned club events
- Communicated with industry speakers
- Created videos for YouTube channel

CMU Pickleball Club   **Dec. 2022 - present**
President/founder   *Pittsburgh, PA*

PROJECTS

The Adventures of Eggbert the Eagle   **Jan. 2022**
- Developed polished game in short period of time (~2-3 weeks)
- Utilized SilentWolf API to create online leaderboard

Website   **Dec. 2022**
- Quickly learned HTML, CSS, and JavaScript to create personal website
- Created system which generates stylized timeline from raw video data

Mad Rabbits: Epic Vegetable Quest   **Sept. 2022 - Dec. 2022**
Team Lead   *Pittsburgh, PA*
- Game developed in Godot
- Programmed majority of game
- Designed 80+ levels/cutscenes
- Wrote 86 page book adaptation of game

Supreme Hen Donkey   **Feb. 2022 - May 2022**
Team Lead   *Pittsburgh, PA*
- Quickly learned game development with no prior experience
- Won **GCS Gold Award**
- Developed live-action menu navigation system

RESEARCH

Gamification in the classroom: How different types of leaderboards and levels of goal-setting affect performance and motivation in a problem solving task
- Developed live online slide puzzle game using Python/Pygame
- Collected and analyzed various player statistics using Google Sheets API, including performance over time under different conditions

SKILLS & INTERESTS
- **Skills:** Leadership, communication, presentations, customer service
- **Programming languages:** Python, Pandas, HTML, CSS, C, LaTeX, GDScript (Godot)
- **Interests:** Tennis, pickleball, making games, creating YouTube video