

Gabby Leslie

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OBJECTIVE

Seeking a software development co-op using strong programming skills in C++, C#, Python and JavaScript.
Available May 2025 - August 2025.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2026

Bachelor of Science, Game Design and Development

Related Courses: Data Structures and Algorithms I (C++), Interactive Media Development (C#), Intro to Game Web Tech (HTML/CSS/JavaScript), Experience Design (UX/UI)

SKILLS

Programming Languages: C#, C++, Python, JavaScript

Tools: Visual Studio 2022, VSCode, Unreal Engine, Unity, Maya 2024, Substance Painter, Photoshop CC

Other: CSS, Bootstrap, Github, Perforce, ClickUp

PROJECTS

Brick Sort (Personal Project)

December 2023

- Developed a color matching game using JavaScript.
- Implemented the Howler.js audio library, and PixiJS engine for 2D rendering.
- Used Taskade lists to track tasks and AI functionality to learn PixiJS implementation.

Tenebris (Professional Project)

April 2023

- Collaborated with a team of 4 to create a game with Monogame.
- Debugged and reorganized many of the project files and mechanics.
- Developed the movement and physics system for the player.

Quizzler (Academic Project)

November 2023

- Created a JavaScript quizzing site using the Open Trivia Database API.
- Processed user input and interpreted it as a URL the API could use.
- Handled errors and API response codes.

WORK EXPERIENCE

RIT College Activities Board (CAB)

April 2024-Present

Event Manager

- Collaborated with other event managers to organize events.
- Kept track of budget and considered it when planning events.
- Set up, deconstructed events while helping attendees.

ChangelingVR

May 2024-August 2024

Game Developer

- Worked within a sub-team of 15 people, and a larger team of over 100.
- Coded a VR game in Unreal Engine 4 using blueprints and components.
- Attended standups with team members detailing the progress of group tasks.
- Collaborated with other teams and team members to create a published game.