HAOJIA DONG

Rochester NY · (347) 210-3634
peterdong2021@gmail.com | Portfolio Page

Interested in a game system developer internship that uses C# or C++.
Available December 2023 – December 2024

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER NY

BACHELOR OF SCIENCE IN GAME DESIGN AND DEVELOPMENT

Expected Graduation Date: August 2024
GPA: 3.75
Dean's List: Spring 2021, Fall 2021, Spring 2022, Fall 2022, and Spring 2023
Courses: Interactive Media Development, Game Development, Data Structure (C++), 2D&3D Animation, 3D Modeling (Maya), Algorithms and Problem-Solving (C#), Math Graphical Simulation, Calculus, Physics, and Level Design.

SKILLS

- **Programming Languages:** C#, C++, JavaScript, HTML, CSS
- **Tools:** Visual Studio, Visual Studio Code, Unity, Adobe Photoshop, Maya, GitHub, FileZilla, Aseprite, and Trello
- **Languages:** English, Mandarin, and Intermediate Japanese.

PROJECT

PATH FINDER, PRIVATE TEAM PROJECT – 2D ACTION PUZZLE-SOLVING METROIDVANIA PLATFORMER

JUN 2023 – NOV 2023
- UI and HUD
- Player movement system and player interaction system
- Combat system
- Enemy system
- Inventory system
- Animation system
- Audio system
- Environmental effects
- Tilemap
- Worked on partial animations and sprites
- Camera movement
- Checkpoint system