

# Iain Roach

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## **Objective:**

Seeking a game development/software development co-op using strong programming skills in C#, Unity, Maya. Available May 2022 - December 2022.

## **Education:**

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2024

*Bachelor of Science, Game Design and Development | Minor: Japanese*

**GPA:3.9 | Dean's List**

*Related Courses:* Game Dev & Algo Solve I (C#), Game Dev & Algo Solve II (C#), 2D Asset and Animation Production (Unity & Photoshop), 3D Asset and Animation Production (Unity & Maya), Math Graphical Sim I, Intro to Game Web Tech (HTML & CSS), Interactive Media Development (Unity & C#)

## **Skills:**

**Programming Languages:** C#, HTML:5, CSS

**Operating Systems:** MS Windows, IOS, MAC OS

**Tools:** Microsoft Office, Google Apps, Unity, Visual Studio, Visual Studio Code, Github, Maya, Photoshop

## **Projects:**

*106 Group Game Project, Academic Project*

January 2021- May 2021

- Collaborated with a team of four students to design and develop a 2D Action Platformer game in a MonoGame Framework.
- Programmed the AI for all the enemies throughout the game.
- Co-Wrote and presented a report on the design and development of this project to a class of 30 peers.

*Personal Game Project*

September 2021 - Current

- Collaborating with a peer to design and develop a top-down tower-defense action game using Unity.
- Creating models using Maya to implement the models into Unity.

## **Experience:**

**Anchorage School District**

June 2021-August 2021

*IT Specialist*

Anchorage, AK

- Consolidated macbooks and chromebooks from all the schools in the anchorage school district.
- Refurbished and updated macbooks and chromebooks and sent them back to the schools.

## **Interests:**

- Soccer
- Dungeons and Dragons
- Video Games
- Reading