Justin Looman

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OBJECTIVE:

Interested in a game design co-op opportunity obtaining programming skills in C#, Unity, Maya and ensuring quality products for customers. Available May 2022 - August 2022.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2024
Bachelor of Science, Game Design and Development   **GPA: 2.9**
Related Courses: Interactive Media Development (C#), Intro to Web Game Tech (HTML)

SKILLS:

Programming Languages: C#, HTML
Tools: Visual Studios 2019, Unity, Blender, MonoGame, Photoshop CC, Git, Maya

PROJECTS:

Futuristic Steve (Academic Project)   January 2021
- Collaborated in a team of 5 to create a game in MonoGame
- The game featured a 2D side scrolling, infinite running platformer, and gravity switching
- Implemented 20+ different levels and programmed the platforms and coins

Personal project   September 2021 - Current
- A top down open world tower defense game, with world events and an intuitive leveling system

WORK EXPERIENCE:

Western New York Referee Association   March 2016 - August 2019
Soccer Referee   Rochester, NY
- Learned how to deal with conflict in the face of diversity, among opinionated parents and coaches, and not let the noise get to me

Mark's Pizzeria   March 2020 - August 2021
Insider   Penfield, NY
- Exemplified excellent service by efficiently taking orders in person and via the phone, efficiently making pizzas, and engaging with customers
- Trained 6 new members on the logistics of pizza making

Lowes   June 2021 - Present
Fulfillment   Henrietta, NY
- Provided efficient and friendly customer service by ensuring all orders are complete and delivered in a timely manner