**Jack Furmanek**

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**OBJECTIVE**

To be accepted in the BS/MS Game Design and Development Program at Rochester Institute of Technology

**EDUCATION**

**Rochester Institute of Technology (RIT),** Rochester, NY Expected: May 2021

Bachelor of Science, Game Design and Development **GPA**: 3.35

Dean’s List for B. Thomas Golisano College of Computing and Information Sciences

Related Courses: Data Structures and Algorithms for Games and Simulations I and II (C, C++),

Game Design and Algorithmic Problem Solving I & II (C#), Interactive Media Development (C#), Web Design and Implementation (HTML, CSS, JavaScript), Rich Media Web Application Development I & II (HTML, CSS, JavaScript, Canvas, Vue, Node, JSON, PHP), 3D Animation (Maya), Level Design

**SKILLS**

**Programming Languages:** C, C++, C#, HTML, CSS, JavaScript, Canvas, Vue, Node, JSON, PHP

**Software:** Visual Studio, Visual Studio Code, Autodesk Maya, Photoshop, Animate, Unity, Git

**WORK EXPERIENCE**

**Ollie Game Developer (Independent Game Demo)** March - April 2019

* Collaborated with six others to finish a Unity game demo in a five-week timeframe for Imagine RIT 2019
* Acts as a colorful 2D children’s platformer that teaches collaboration skills while being entertaining.
* Wrote the Game Manager Script and partially handled level design

**PROJECTS**

**Behind You (Personal Project)** November 2019

* Developed a 3D platformer game in Unity as part of a game jam. The goal of the game is that players must jump across moving and rotating platforms and collect coins to reach the end of the level without falling to your death, all the time with the camera locked at a fixed position behind you.
* Came up with the entire concept and most of the ideas implemented. Coded in a group of five people over a period of two days for a game jam. Handled character movement and designed the first level.

**Crystal Adventure (Academic Project)** September - December 2018

* Created a single-level top-down perspective exploration game in C# in a four-person team over a period of four months. Acts as a cross between Adventure for Atari 2600 and The Legend of Zelda
* Acted as team leader and oversaw project management tasks while contributing primarily to graphical level and asset design.

**Punch Out - Exact Zero (Personal Project)** December 2017

* Developed a text-based puzzle game in C# in a single afternoon as a solo personal project to sharpen programming skills. Acts as a text-based mathematical fighting puzzle game.
* Acted as the sole programmer.