

OBJECTIVE

To obtain a cooperative education position in software development where I can utilize my education and skills to advance company productivity and further my skill set in game design and/or computer science.

WORK EXPERIENCE

Programmer Co-Op - 1st Playable Productions, Troy, NY

June – December 2014

- Implemented new gameplay features and mechanics in ActionScript 3. Playtested and documented bugs in various titles.
- Sole programmer responsible for translating the existing implementation of the game from ActionScript 3 to Haxe.

Cashier/Stock - Yankee One Dollar Store, Plattsburgh, NY

Summer - 2013

- Cashier duties including handling customer purchases, balancing cash drawer, stocking inventory and customer service.

Cashier/Stock - College Auxiliary Services, Plattsburgh, NY

Summer – 2007, 2012

- Cashier duties including handling customer purchases, balancing cash drawer, stocking inventory and customer service.
- Managed sales and ordering of laptops for incoming freshman.

EDUCATION

Rochester Institute of Technology, Rochester, NY

B.S. (Double Major) – Game Design & Development, Computer Science

Expected May 2016

GPA: 3.8

Honors: Dean's List, RIT Honors Program

SKILLS

Programming Languages:

Most Experienced with: C++, ActionScript 3, Haxe

Familiar with/Exposure to: Java, C#, C, Python, HTML, CSS, JavaScript

Libraries/APIs/Technologies: OpenGL, OpenFL, Django, Bootstrap

Development Environments: Microsoft Visual Studio (2010, 2012), FlashDevelop, Unity3D

Version Control Software: Subversion, Git

Operating Systems: Windows, Linux

SELECTED PROJECTS

Portfolio Website ('13-'14, HTML/CSS/Python):

- Built my personal website from the ground up utilizing Django and Bootstrap.

Spy Jam ('13, C#):

- With the help of an artist, created a game with Unity, in 48 hours, for the Mini Ludum Dare Game Jam.

3D OpenGL Environment ('13, C++):

- Worked with a partner to create a navigable 3D environment using OpenGL.

Atlantis: Fall of Neptune ('13, ActionScript 3):

- Working in a team of five, rapidly prototyped a shoot 'em up game using the Flixel game engine.

Planetary Face-Off ('13, ActionScript 3):

- Working in a team of five, rapidly prototyped a game in three weeks. Created a physics based game using the Flixel game engine.

Strafeblock ('12, ActionScript 3):

- In three weeks, created a 2D platformer using the Box2D Physics engine.

Quarter Mile Blitz ('12, C#):

- Worked in a team of four to facilitate the creation of a 2D platformer based on RIT's campus, using Microsoft XNA Game Studio 4.0.