John Buckman

Monmouth Beach, New Jersey • 732-241-3424 • johnbuckman15@gmail.com • [LinkedIn](#)

Summary

Passionate and detail-oriented game programmer with a strong foundation in software development and a deep love for gaming. Proficient in Java, C#, and TypeScript, with experience in game engines such as Unity and LibGDX. Proven ability to collaborate with international teams, enhance performance through optimized code, and simplify complex concepts for diverse audiences. Eager to contribute and grow within dynamic professional environments.

Education

Rochester Institute of Technology — Bachelor of Science from The School of Interactive Games and Media
August 2018 - May 2022 | GPA: 3.63, Magna Cum Laude

- **Relevant coursework:** Computer Science Theory, Mechanics of Programming, 3D Animation & Asset Creation, Game Design and Development I & II, Research Studio, and Data Structures and Algorithms.

Professional Experience

Buckman Advisory Group — Digital Marketer
August 2023 - Present

- Utilizes artificial intelligence to aid in the writing and production of online promotional content.
- Develops programs to assist in organizing client data.

MahiGaming — Software Developer
August 2022 - April 2023

- Collaborated with multiple international studios to develop top-performing online casino games, including **Gallo Gold Bruno's** and **Fire and Roses JOKER**.
- Developed gameplay features, engine enhancements, and bug fixes using TypeScript.
- Conducted market research to identify industry trends and strategize game development for success.

Run Sports — Software Developer
May 2021 - August 2021

- Led a team in creating a prototype game in Unity for investors, delivering a functional, optimized product.
- Improved performance by optimizing inefficient code and mentoring junior developers on the best practices in C#.
- Designed 3D models in Blender for integration into the game prototype.

Code Ninjas — Programming Instructor
June 2019 - May 2021

- Taught programming and robotics to children aged 7-14, simplifying complex concepts for easy comprehension.
- Created engaging lesson plans tailored to various experience levels, promoting active learning and problem-solving.

Skills

- **Languages:** Java, C#, C++, JavaScript, TypeScript, HTML, CSS
- **Tools:** Unity, Blender, Visual Studio, Jira, GitHub
- **Soft Skills:** Team collaboration, mentoring, market research, technical problem-solving