

John Vance

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EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

May 2022

GPA 3.88, Bachelor/Masters of Science: Game Design and Development

Dean's List Recipient: Fall 2017 - Spring 2020

LEADERSHIP AND CLUB EXPERIENCE

Juggling Club President: 2018 - 2022

Jazz and Concert Bands: Trumpet, 2017 - 2021

SKILLS

Languages: C#, C++, HTML, CSS, JavaScript, React, Bootstrap, Csound

Software: Unity, Unreal Engine 4, Maya, Photoshop, Git, Jira

Design: Scrum, Agile

EXPERIENCE

RIT, Rochester, NY

Teaching Assistant, Course: IGME 202 Interactive Media Development

January-Current 2022

- Helped students improve their C# programming skills and taught them to navigate the Unity game engine
- Assisted professor with answering questions and engaging with students on a daily basis
- Evaluated homework assignments and projects turned in by students

ID Tech, Campbell, CA

May-August 2019

Instructor/Teacher at Lake Forest, IL Campus

- Taught students ages 10-16 a variety of skills in both coding with Lua and 3D modeling using Autodesk Maya.
- Worked and interacted with parents at the start and end of each camp day.
- Explained core coding and game design concepts to students in a classroom environment.

PROJECTS

Procedural Cave Generation, Personal Project

Current

- Developing a 2D procedural cave generator in C# which utilizes a marching squares algorithm
- Implemented random, perlin, and fractal brownian noise generation methods
- Currently working on additional pathfinding algorithms and item generation

The Shattering Swords, Capstone Project

1.3 years

- Developed a 3D third person action game within the Unity game engine along with four other developers
- Oversaw enemy AI design and implementation in addition to sound design
- Designed a Finite State Machine system for the AI agents within the game world
- Implemented basic player movement controls

Grave Escape, Academic Project

1 Month

- Developed a Unity based game with four peers over the course of five weeks.
- The game is a comedy horror with similar mechanics to the slenderman games but with multiple enemies.
- Designed enemy AI and implemented level design