John Vance

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Evanston, IL, 60201

EXPERIENCE

Independent   Evanston, IL
Woodworker/Carpenter   February 2023-Current
- Created 20+ custom furniture and household items utilizing math and geometry skills.
- Assisted customers during custom commissions; ensuring customer satisfaction.
- Gained hands-on experience in woodworking under the guidance of a seasoned professional.

FIRST Robotics: X-Cats   Chicago, IL
Web Mentor   January 2023-September 2024
- Instructed students in HTML, CSS, and JavaScript, helping develop functional and dynamic web pages.
- Cultivated STEM and problem-solving abilities in students through remote mentorship.
- Troubleshooted and refined a Bootstrap-based webpage, creating an enhanced user experience.

RIT   Rochester, NY
Teaching Assistant, Course: IGME 202 Interactive Media Development   January-May 2022
- Enhanced the C# programming skills of 20+ students through customized instruction and support.
- Guided students in mastering the Unity game engine, enhancing their technical proficiency.
- Assessed over 100 assignments, delivering constructive feedback for student advancement.

Project Changeling   Rochester, NY
Sound Engineer   May-August 2021
- Optimized subtitle system functionality with Unreal Blueprints and C++ to improve designer workflow.
- Crafted over 30 immersive auditory experiences for a virtual reality narrative game, focusing on player engagement and narrative depth.
- Directed a team of sound designers in the production of over 40 distinctive music tracks and sound effects, enhancing the overall game atmosphere.

PROJECTS

The Shattering Swords, Capstone Project   1.3 years
- Developed a 3D third person action game within the Unity game engine with four other developers.
- Programmed 3+ enemy AI behavior trees using C# code.
- Participated in 30+ detailed code reviews and successfully identified bugs in peers code.
- Won Technical Excellence in the RIT 2022 Student Game Showcase.

SKILLS

C# • HTML • CSS • JavaScript • React • Bootstrap • Unity • Git • Java • Scrum • Agile • Confluence • Jira • Figma

EDUCATION

Rochester Institute of Technology (RIT)   Rochester, NY
GPA 3.88, Bachelor of Science: Game Design and Development   May 2022
Relevant Coursework: Data Structures and Algorithms, Web Design and Implementation, Interactive Media Development