John Vance

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EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Projected May 2022

GPA 3.72, Bachelor/Masters of Science: Game Design and Development

Dean's List Recipient: Fall 2017 - Spring 2020

Juggling Club President 2018 - Current

Jazz and Concert Bands, Trumpet, 2017 - Current

Evanston Township High School, Evanston, IL

June 2017

High school diploma, GPA 3.5, Semper Fidelis Award (Marching Band)

SKILLS

C#, C++, Unreal Engine 4, Unity, React, HTML, CSS, JavaScript, Bootstrap, Photoshop, After Effects, Maya, ProTools, Ableton, Reaper, Csound, FMOD, Wwise, Jira, Git

PROJECTS

Cooked To Catastrophe!, Academic Project

September-December 2020

Worked with a team of five peers to create a mobile, Unity based cooking game with a focus on real world learning. Project is being created using an Agile and Scrum based development style. Responsible for general coding and UI design on the project.

Wizard Viking, Personal Project

August 2020-Current

Creating a top down 2D game where the player fights waves of enemies within a single arena. Created to hone C#, Unity, and Game Design/Development skills. Solo developer on the project.

Grave Escape, Academic Project

October 2019

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. Responsible for the enemy AI and level design.

EXPERIENCE

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 and 3D modeling. 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.

Petsmart, Skokie, IL May-August 2018 Retail Sales Associate Welcomed and assisted customers; ensured an easy check out as cashier. Insured upkeep of the store, executed on merchandising and stocking. Responsible for nightly closure.