

John Vance

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Open to Relocation

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
Relevant Coursework: Data Structures and Algorithms, Foundations of Game Graphics Programming, AI For Gameplay

SKILLS

Languages: C++, C#, Lua
Software: Unity, Unreal, Git, Perforce
Production: Scrum, Agile, Trello, Miro, Notion, Confluence, Jira

EXPERIENCE

X-Cats, Chicago, IL 2023-Current
FIRST Robotics Web Mentor Volunteer

- Teaches 5+ students HTML, CSS, JavaScript, and Bootstrap to create their own webpages.
- Helps students remotely in Rochester City Schools cultivate their STEM skills.
- Solves technical issues and diagnosis problems in a remote setting.
- Assists with maintaining a live webpage utilizing Bootstrap for a team of 50.

RIT, Rochester, NY 2022
Teaching Assistant, Course: IGME 202 Interactive Media Development

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

Project Changeling, Rochester, NY 2021
Sound Engineer

- Programmed a subtitle system using Unreal Blueprints and C++ to improve designer workflow and display different subtitles to the player based on specific dialogue.
- Designed auditory encounters within a VR narrative game.
- Lead a team of four sound designers to create 40+ music and sound effects.
- Implemented audio assets within the Unreal 4 game engine.

PROJECTS

Adventure Game, Personal Project Current

- Developed major systems for an adventure game using C# in the Unity engine.
- Implemented inventory systems, UI systems, AI behaviors, and a quest system.
- Currently working on finalizing MVP for Q4 2024.

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.
- Programmed enemy AI behavior trees with efficient and optimized C# code.
- Worked alongside the art team to implement animations, concept art, 3D models, and UI.
- Utilized profiling in Unity to ensure optimized performance.
- Won Technical Excellence in the RIT 2022 Student Game Showcase.
- Nominated for Technical Excellence in the RPI 2022 GameFest.