Justin Gourley

Cell: 301-852-1719
E-Mail: jxg3645@g.rit.edu
Portfolio: https://people.rit.edu/jxg3645/portfolio

<u>**Home Address**</u>	<u>**School Address**</u>
4502 Gladwyne Drive	6000 Reynolds Dr.
Bethesda, MD 20814	Rochester, NY 14623

Objective: To obtain a co-op position as a developer.

Experience: **Dig-It! Games, Bethesda MD**

Junior Developer   **June 2016 - August 2016 & May 2018 - August 2018**
Intern   **June 2015 - May 2016**

Worked with unity on *Roterra*
- Created scripts for AI movement, various animations, and some core game functionality
- Designed, blocked, and dressed levels for the game

Developed educational iOS apps and web games.
- Published the iOS app "I Have a Word" on a 2 person team
- Developed the web game "ExoTrex" with a 5 person dev team and 3 person art team
- Helped create another web game "Loot Pursuit: Early America"
- Led a project for a showcase app for the company

Projects
- Led a group in a 42-hour game jam to create a 3D grappling hook platformer utilizing unity and C#
- Designed a 2D puzzle game, designed to help people learn morse code, in Unity
- Created a 2D top-down roguelike dungeon crawler game in C# using monogame
- Developed a 2D top-down zombie horde style shoot 'em-up game in C# using monogame for a 42-hour game jam
- Completed a 2D puzzle decoding game in a 48-hour game jam in a 4 person team
- [In Progress] Working on a 3D western city builder game in Unity

Education: **Rochester Institute of Technology**   **GPA: 3.15**   Rochester, NY
Bachelor of Science in Game Development and Design   Expected May 2020

Courses:
Discrete Mathematics, College Physics, Mathematics of Graphical Simulation II, Interactive Media Development, 3D Animation, Game Development and Algorithmic Problem Solving II, Data structures and Algorithms, Game Design and Development

Skills: **Programming Languages:** C#, C++, Java, Javascript, Swift, Objective-C,
                                        HTML, CSS, Python
Software: Visual Studio, Unity, Photoshop, Maya, Git