

# JUSTIN TAYLOR MONIQUETTE

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## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

Major: New Media Interactive Development

Minor: Creative Writing, French Language/Culture

Honors: Dean's List: December 2016, December 2018, May 2019 Member of the  
National Society of Leadership and Success

## WORK EXPERIENCE

**03/2023 - present**

**Writer (Freelance)**

**High Ground Gaming**

Translate knowledge of the video game industry into creative and interesting content.

**05/2021 - 6/2023**

**Online Instructor**

**iD Tech Camps, Campbell, CA**

Teach a variety of courses for 1-on-1 tutoring and small-group semesters

- Topics I teach:
  - Fundamentals of worldbuilding and narrative design
  - Game design and development through HTML, Javascript and Unity
  - Web design through Javascript and HTML

## PROJECTS

**2019 “EMBARC”, Programmer (Team of 7)**

***Senior Capstone Project***

Classic arcade claw machine meant to help immerse oneself in new cultures

- Programmed controls for claw machine
- Helped backend development of different game screens
- Winner of 2019 Top Talent in Adobe Design Achievement Awards

**2020 “Changeling”, Front-End Developer, Team Lead (Team of 6)**

***Xana Ad Hoc Studios, School of Interactive Games and Media***

Companion website to vr game being developed alongside it

- Designed and implemented the Mothers and About page for site
- Acted as intermediary between web development team and other departments
- Headed weekly sprints for web team

## SKILLS

• C# • C++ • Javascript • HTML • Unity • Twine • Git • Photoshop • French Language