

Kevin Salvador Vasquez

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Objective:

Seeking a software engineering or game development co-op using strong programming in C#, C++, and JavaScript. Available Summer 2022.

Education:

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2024

Bachelor of Science, Game Design & Development

GPA: 2.9

Related Courses: Data Structures and Algorithms I (C/C++), Introduction to Game Web Technology (HTML/CSS, JavaScript), Interactive Media Development (C#, Unity)

Skills:

Programming Languages: C#, C++, HTML/CSS, JavaScript, Java, Lua

Game Engines: Unity, MonoGame, Unreal, Godot

Tools: Visual Studio Code, Git, Visual Studio, Eclipse, Android Studio

Projects:

Cuneiform Converter Program, Personal Project

Jan 2022 –

- Organized data on Sumerian readings of cuneiform glyphs and developed a Windows Form program in C# to easily convert transcribed Sumerian texts into cuneiform
- Developing an IME (Input Method Editor) in C++ to further streamline conversion

2D Platformer Game, Personal Project

Dec 2021 –

- Independently designed and developed a playable 2D action platformer game in MonoGame using C#
- Designed and created all art assets including sprites, animation, and GUI

2D Hack and Slash Game, Academic Project

Feb 2021 – May 2021

- Led a team of 4 students to design and develop a fully playable 2D hack and slash game in MonoGame using C#
- Coordinated team development using Git and organized project goals, tasks, and team member roles
- Designed the mechanics and contributed C# code concerning player movement, abilities, animation, level progression, and enemy bullet attack patterns
- Solely developed a separate bullet pattern editor in MonoGame, using binary file I/O to edit, save, and load enemy behaviors