

# Brock Pittman

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## OBJECTIVE

Seeking a summer internship to gain experience in the game development industry

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## EDUCATION

North Carolina State University, Raleigh, NC

- **Bachelors in Computer Science** – Expected May 2025
  - GPA: 3.111
  - Coursework:
    - Game Engine Foundations
    - Concepts and Facilities of Operating Systems
    - C and Software Tools
    - Software Development Fundamentals
  - Concentration in game development

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## EXPERIENCE

### Game Engine Foundations

- Designing a game engine using the sfml library and C++ from the ground up
- Programming networking for multiple clients to connect at once without delay
- Implementing with the intent to add to the codebase for future updates
- Implementing for the engine to be general enough for users to make their own game

### Video Game Development Club – *Member*

- Attended meetings covering general game development and tool use in different game engines
- Finding ways to increase experience with game development and game engines
- Participating in long-term projects with other members of the club

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## COMPUTER SKILLS

- Operating Systems:
  - Windows
  - Linux
- Languages:
  - C
  - C++
  - Java
  - Assembly

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## SKILLS

- Programming and Computer Proficiency
- Server-side and client-side development
- Test-driven development and programming
- Logical thinking
- Problem-solving abilities

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## OTHER ACTIVITIES

### Content Creation

- Created and edited short videos

### Unreal Engine & Unity

- Followed Unreal Engine and Unity tutorials to create small game features

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## WORK HISTORY

**Campus Enterprises,**  
Fountain Dining Hall —  
*Assistant Student Manager*  
Raleigh, NC

August 2021 - PRESENT

**Creekside Farm** — *Farm Hand*  
Wendell, NC

May 2019 - August 2023

**Publix** — *Deli Associate*  
Clayton, NC

May 2023 - August 2023