

OMAR GRANT

GAME DESIGN AND DEVELOPMENT STUDENT

CONTACT INFO:

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Portfolio:
<https://people.rit.edu/oeg5370/portfolio/>

OBJECTIVE

To obtain a position in software development, software engineering, game design, or game development where I can utilize my skills and passion for creating engaging and immersive experiences through the use of technology.

CORE SKILLS:

- Programming Skills
 - HTML
 - CSS
 - JavaScript
 - C# Programming
 - Unity
- Language
 - Proficient in Spanish
- Other
 - Public Relations
 - Interpersonal Communication

AFFILIATIONS

Velocity: RIT's Urban Dance Crew

Vice President (Aug 2022 - Present),
- Velocity is a student-run urban dance team at RIT that aims to foster a positive and supportive environment so that members can freely express themselves.
- President (Aug 2021 - May 2022), Captain's Apprentice (Aug 2020 - May 2021), Public Relations (Aug 2019 - May 2020), Member (Sept 2018 - Present)

Men of Color, Honor, and Ambition (MOCHA) Cohort 8

Member (Sept 2021 - May 2022)
- MOCHA is a full academic year, geared towards professional leadership development. It provides workshops in cultural, social, business etiquette and attire, health and financial wellness, academic and Dale Carnegie communication training. The MOCHA program further assigns career professional mentors to each participant.

EDUCATION

Rochester Institute of Technology

Bachelor of Science in Game Design and Development, 2018 - present (Expected May 2024)

Relevant coursework: Discrete Mathematics, Game Development & Algorithmic Problem Solving I & II, 2D Animation and Asset Production, Calculus I, Game Design & Development I, Experience Design for Games and Media, Introduction to Game Web Tech, Data Structures & Algorithms I, Interactive Media Development, Games for Change

EMPLOYMENT BACKGROUND

Peer Writing Consultant

Rochester Institute of Technology's (RIT) Writing Center | Sep 2020 to Dec 2022

- Collaborated with undergraduate and graduate students in one-on-one consultations to assist with assignments, generate ideas, formulate outlines, and edit drafts during all phases of the writing process
- Guided students through learning useful techniques to plan, draft, revise, and edit any piece of text.

Proctor/Office Assistant

RIT Disability Services Office | Sep 2022 to Dec 2022

- Checked students in for exams, monitored students during the exam period, and submitted exams to professors as needed.

AIM-AVS Intern

City of Atlanta Department of Aviation | May 2019 - August 2019

- Helped transform a spreadsheet of the apps used by the department into a web-based application to be accessed by the Application Services Team
- Took inventory of old devices replaced in PC Refresh

PROJECTS

AniRecommendations

Developer | Mar 2022 - Apr 2022

<https://people.rit.edu/oeg5370/portfolio/AniRecommendations/>

Built a web application using Jikan API to give a user a list of recommended anime series based on the user-inputted series. Web app includes functionality to sort results alphabetically, (A-Z & Z-A) or by the number of users who recommend a series.

Fight to Unite

Designer, Collaborator | Oct 2022 - Dec 2022

<https://steamcommunity.com/sharedfiles/filedetails/?id=2897711147&searchtext=fight+to+Unite>

Designed a tabletop game with card-based combat mechanics alongside a group of 3 other members. Created the initial game concept, created and restructured the rules and mechanics for balance, and participated in playtesting for each iteration.