

# Jiabao Su

## Game Developer

New York, NY

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Portfolio: <https://repulsivedragons.github.io/Jiabao-Su-Portfolio/>

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Aspiring to become a game developer. Strong skills in programming especially in C# and Unity. Looking for a spring/summer co-op/internship to acquire work experience.

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## Education

Rochester Institute of Technology (RIT), Rochester, NY  
Bachelor of Science, Game Design and Development

Expected May 2024  
GPA: 3.7

## Skills

**Languages:** C#, C++, JavaScript, HTML, CSS

**Software:** Visual Studio, Unity, Unreal Engine, Maya, Git

**Relevant Courses:** Game Dev & Algo Prob Solve I & II (C#), Data Struc & Alg Games & Sim I & II (C++), Experience Design Games and Media, Interactive Media Development (Unity C#), Intro to Game Web Tech (JavaScript), Rich Media Web App Dev I (JavaScript), Foundation of Game Graphics Programming, AI in Game Environments

## Projects (Check out my portfolio link to see all available projects)

### **Giveaway Galore (Academic)**

October 2022

- Web app using GamerPowers giveaway API to get active videogame giveaways
- Utilizes Bulma's CSS library for the styles of the page
- Local storage to store giveaway data from the API and for state preservation
- Web app also employs a real-time database to keep track of what different users have liked
- Custom web components for page elements like the navbar, header, and card components

### **Space Odyssey (Academic)**

November 2021

- Created a web-based game using HTML, CSS, and JavaScript
- Gained inspiration from the shoot-em-up genre to create a game where you control a spaceship to shoot down enemy spaceships and asteroids
- Utilized PixiJS, a html5 creation engine to create the game, to create the graphics for the game

### **L4D3 the Unofficial Sequel (Academic)**

November 2021

- Created a simple 3D zombie survival game in Unity
- Wrote all the scripts and logic of zombies and humans to act on their own
- Used math concepts like vectors and forces to create autonomous zombies/humans

## Work Experience

**Sol's Member, Sols Underground RIT**

August 2021 – May 2022

- Prepped food quickly and efficiently fulfilled to go orders.
- Worked in a close team environment of varying sizes to ensure all customers were satisfied and all orders are made to order.