# Jiabao Su

## Game Developer

New York, NY

917-825-7825 e-mail: sujiabao1100@gmail.com

Portfolio: <a href="https://repulsivedragons.github.io/Jiabao-Su-Portfolio/LinkedIn:">https://repulsivedragons.github.io/Jiabao-Su-Portfolio/LinkedIn:</a> <a href="https://www.linkedin.com/in/jiabao-su-1060701b5/">https://www.linkedin.com/in/jiabao-su-1060701b5/</a>

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..

#### **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/C++, Java, JavaScript, HTML, CSS **Software**: Visual Studio, Unity, Unreal Engine, Maya, Git

## **Projects**

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

#### **Anime Finder (Academic)**

October 2021

- Assembled a website to search for anime and manga as well as to find the schedule of currently airing anime
- Written using HTML and CSS. Used JavaScript to execute the API code
- Implements Jikan's API to access data from myanimelist and display it on the website

## **Experience**

Sol's Member, Sols Underground RIT

August 2021 - Current

- 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 were