

# Robert Penrod

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## EDUCATION

### The University of Toledo - (GPA 3.75)

BS student of Science in Computer Science and Engineering

Aug. 2016 - Aug. 2022

Toledo, OH

## SKILLS

**Languages:** C#, Java, HTML, CSS, SQL, JavaScript, Python, C

**Frameworks/Tools:** React, ASP.NET, Unity, Blender, SSMS, NodeJS, Postman, Bootstrap, Git, Jira, Trello, Tableau

## EXPERIENCE

### ThinkRound

Mar. 2024 - Present

Lead Unity Developer - (Unity, C#, Figma)

Seattle, WA

- Optimize performance of project code and materials to run well on the web, reducing project size from 5GB to 1.5GB
- Communicate with stakeholders and artists to translate ideas into new features and assets.

### Nationwide

Feb. 2023 - Mar. 2024

Junior Java Developer - (Java, MDM, Postman)

Columbus, OH

- Documented and troubleshoot MDM software upgrade.
- Prepared postman collections for API testing.
- Collaborated with the development team to fix defects and implement new features.

### Emerson

May 2022 - Aug. 2022

Computer Science Co-Op - (SQL, Tableau, VB)

Sidney, OH

- Enhanced and updated web pages to display filtered machine data.
- Developed Tableau dashboards that visualize and communicate data to effectively address customer questions and requirements.
- Collaborated with cross-functional teams and communicated with senior leaders.

### MEDsys

Jun. 2021 - Aug. 2021

Software Developer Co-Op - (ASP.NET, C#, HTML, SQL, JavaScript)

Perrysburg, OH

- Designed, implemented, and extended functionality of existing systems, refactoring where appropriate.
- Worked in an Agile environment using Scrum, managing daily workload and prioritizing tasks.
- Maintained clear communication with team members, stakeholders, and software development manager regarding project status.
- Accurately maintained code in Git source control system, documenting check-ins and merge activities.

### University of Toledo

Jan. 2021 - May 2021

Lab Instructor - (Java)

Toledo, OH

- Planned and executed topic review and project demos for lab students.
- Assisted lab students by answering questions and guiding them towards solutions.
- Fostered a collaborative learning environment by prompting students to discuss solution strategies.
- Maintained clear communication with instructor and lab students by attending weekly meetings and responding to emails.

## PROJECTS

### Spinner Mobile Game - (Unity, C#, Firebase, AdMob)

Feb. 2024 - Jul. 2024

- An arcade mobile game published on the Google Play Store.

### Snowball Fight VR - (VR, Unity, C#)

Dec. 2020

- A virtual reality, snowball flinging, fort building, holiday experience.
- Developed in 4 days using the XR Interaction toolkit for Holiday VR Jam 2020

## CERTIFICATIONS

### Unity Certified User: VR Developer - (Unity, XR Interaction Toolkit)

2024

Certiport - A Pearson VUE Business

### Front and Back End Web and Mobile Development - (React, React Native, NodeJS, Express, MongoDB)

2023

Nucamp Bootcamp