David Erbelding

dje3873@g.rit.edu
(585) 410-0923

Skills:

	Comfortable Using	Familiar With	Basic Exposure To
Programming Languages	C#, Java, C++, JavaScript	HTML, CSS, XML	PHP, GLSL
APIs	MonoGame/XNA	HTML5 Canvas, JQuery	Google API's, Box2D, OpenGL
Tools	Unity/MonoDevelop, Visual Studio, Maya, Paint.NET	Photoshop	After Effects, Eclipse

Projects:

- **Cheating Death**: Lead Design
  - Developed core game mechanics
  - Balanced rules and in game effects
  - Ran play testing and iterated design
- **Redemption**: Team Lead
  - Developed with XNA in C#
  - Wrote a threaded save file and map loader
  - Implemented an UI and Inventory management system
  - Built engine to manage UI, game objects, and collisions
  - Implemented path finding and following algorithms
- **Pinball**: Solo Project
  - Developed game using Processing API in Java
  - Implemented physics with JBox2D API
  - Wrote collision handlers for game interactions
- **Western Scene**: Environment Artist
  - Built a scene in Scene in Unity
  - Produced assets using Maya and Photoshop
  - Arranged models and terrain assets
- **Splatter:** Solo Project
  - Developed using HTML5 Canvas and JavaScript
  - Wrote UI and game logic
  - Implemented special drawing libraries to interface with the API
  - Wrote AI for enemies with different game behaviors

Education:

Rochester Institute of Technology   **Rochester, NY**
Bachelor of Science in Game Design and Development   Expected May 2016
& Minor in Mathematics
GPA: 3.8/4.0

Work Experience:

Rochester Institute of Technology   **Rochester, NY**
Student Worker, The Commons   **Sept. 2013 – Dec. 2014**
Preparing and serving food to customers.
Cleaning and closing down work area.