

Cristian Cordoba

Aspiring game designer seeking a software development co-op that allows me to make use of and helps me develop my skills by providing different challenges and experiences. Available Summer 2019

EDUCATION

Rochester Institute of Technology, Rochester, NY — *Bachelor of Science, Game Design and Development*

Expected Graduation May 2021

GPA: 3.36

PROJECTS

Procrastination — Game Jam / Personal Project

JANUARY 2018 - MAY 2018

Unity game about everyday tasks in a team of three during a game jam hosted by the RIT Game Development Club. Project still being developed.

- Participated in game creation from conceptualization to implementation
- Created dialogue system and utilized Unity's editor tools to create a tool for said system

Audio Run — Academic Project

JANUARY 2018 - MAY 2018

Endless runner made using JavaScript for a web development course.

- Created almost every asset used in game by hand
- Utilized PixiJS for the visuals and SoundJS from CreateJS for audio

WORK EXPERIENCE

Popeyes, Washington, DC — *Cashier*

FEBRUARY 2017 - MAY 2017

Communicated with both customers and coworkers in a fast-paced environment in order to keep everything running smoothly.

- Resolved the issues of various customers to maintain peaceful environment

Washington Nationals Youth Baseball Academy, Washington, DC — *Intern*

OCTOBER 2014 - MAY 2015

Assisted students with their homework and helped manage a few community events.

- Supervised the distribution of rewards and communicated with parents about their child's progress

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SKILLS

C#

C++

JavaScript

TOOLS

Unity

Microsoft Excel

Autodesk Maya

Visual Studio 2017

AWARDS

RIT Dean's List - 2018

Spring Semester

Awarded to students with a GPA of 3.4 or above

**Simon Scholars
Scholarship Program**
Competitive college
scholarship

LANGUAGES

English Spanish