

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 May 2020

EDUCATION

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

Expected Graduation May 2021

GPA: 3.33

PROJECTS

The End Is Near! — Personal Project

SEPTEMBER 2019

Unity game where your goal is to start the apocalypse. Project still being developed with three other members.

- Implemented a progression system and stat tracker using Unity's custom EditorWindows

Procrastination — Game Jam / Personal Project

OCTOBER 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

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SKILLS

C#

C++

JavaScript

TOOLS

Unity

Microsoft Excel

Autodesk Maya

Visual Studio

AWARDS

RIT Dean's List - 2018 & 2019 Spring Semester

Awarded to students with a GPA of 3.4 or above in a semester

**Simon Scholars
Scholarship Program**
Competitive college scholarship

LANGUAGES

English, Spanish