

Cristian Cordoba

Seeking a game design co-op that allows me to make use of my skills in C#.
Available May 2019

EDUCATION

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

Expected May 2021

GPA: 3.36

PROJECTS

Oirem — Academic Project

JANUARY 2018 - MAY 2018

Collaborated with in a group of four to make a small platformer using the XNA framework.

- Implemented character animations, simple physics systems, menus, and created an external level editor

Bubble Pop — Personal Project

JUNE 2015 - AUGUST 2015

Created a small mobile game using Clickteam Fusion 3 with the assistance of an instructor.

- Utilized an unfamiliar program to make a small mobile game

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

XNAC#

XNA

Gimp

Unity

Photoshop

Autodesk Maya

Visual Studio 2017

AWARDS

**Simon Scholars
Scholarship Program**
Competitive college
scholarship

**RIT Dean's List - Spring
Semester** Awarded to
students with a GPA of 3.4
or above

LANGUAGES

English, Spanish