

Jeff Bauer

Game Design & Development Student

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SKILLS

Languages

- C#
- C++
- Java
- C
- Python
- CSS
- JavaScript
- SQL

Tools

- Git
- Blender
- Unity3D
- Windows
- Unreal Engine
- Visual Studio

EVENTS

GDC 2018 (2018)

SIGGRAPH 2017 (2017)

- Exhibited two augmented reality projects
- Exhibits sponsored by faculty of RIT

MS One-Week (2017)

- Microsoft's one week long, company-wide hackathon
- Developed application that allows users to spectate eSports within Augmented Reality
- Built for the Microsoft HoloLens

Brick Hack 2 (2016)

- Web app for users to ask questions and receive help with a live chat service
- Won "Best Web Hack"

ACHIEVEMENTS

RIT Dean's List

(2012 - 2017)

Eagle Scout (2010)

- Planned and led a community service project for a local nature center

EDUCATION

Rochester Institute of Technology

- MS in Game Design & Development - 3.70 GPA (Expected May 2020)
Courses: Game Engines, Computer Graphics, Prototyping, Game AI
- MS in Computer Science - 3.93 GPA (December 2017)
- BS in Computer Science - 3.68 GPA (December 2017)
Minors in Mathematics and Game Design & Development

WORK EXPERIENCE

Microsoft - Redmond, WA (May 2017 - Aug 2017)

- Independently developed a tool to organize internally collected data to streamline the workflow for other employees
- Designed and implemented a SQL database, an API, and a front-end web app to display the information

Oracle Primavera - West Conshohocken, PA (Jun 2016 - Aug 2016)

- Developed server and client side features for Oracle Primavera Prime project management software

Lockheed Martin - Moorestown, NJ (Jun 2015 - Aug 2015)

- Worked in an Agile team environment on AEGIS Operational Readiness Test System (ORTS), a diagnostics system that runs tests and performs maintenance on other systems
- Designed and developed UI elements within the system for displaying information to the user

TECHNICAL PROJECTS

Swordship - ([Link](#)) Unity3D, C# (2018)

- Physics-based arena brawler where players pick up weapons and ram into opponents to destroy them
- Independently developed
- Features multiple maps and weapons with unique abilities

Shoot 'n Scoot - ([Link](#)) Unity3D, C#, MagicaVoxel (2017)

- Party shooter game in which players can only move by propelling themselves with the recoil from their gunfire
- Designed and developed the movement and shooting mechanics, local multiplayer support, menu system with stage and character select, and voxel art as the main gameplay programmer and artist

Hearthstone for HoloLens - ([Link](#)) Unity3D, C#, Maya (2017)

- Clone of the electronic game Hearthstone built for the HoloLens
- Gameplay and UI rebuilt to support augmented reality
- Exhibited at SIGGRAPH 2017

Bird Brain - ([Link](#)) Unity3D, C#, Pyxel Edit (2017)

- Roguelite in which players cast spells and climb to the top of the tower to defeat their fowl foes
- Designed and developed the movement and shooting mechanics, enemy AI, and sprite art as the main gameplay programmer