Jeff Bauer

Game Design & Development Student

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SKILLS

Languages

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

Tools

- Unity3D   - Blender
- Git   - Windows
- Visual   - Eclipse
  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 - 3.89 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

1st Playable - Gameplay Programmer (May 2019 - Aug 2019)
- Designed and developed game systems and features for a high profile cooking game and significantly contributed to the successful completion of the development cycle (game to be announced)
- Resolved bugs and missing features reported by QA
- Developed a prototype game for a potential future project

Microsoft - Software Engineer (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 - Web Developer (Jun 2016 - Aug 2016)
- Developed server and client side features for Oracle Primavera Prime project management software

Lockheed Martin - Software Engineer (Jun 2015 – Aug 2015)
- Software Engineer: 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

INDEPENDENT PROJECTS

Swordship - (Link) Unity3D, C# (2018)
- Physics-based arena brawler where players pick up weapons and ram into opponents to destroy them
- 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 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