

Nathan Wildofsky

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igme-202.github.io/exercises-Superflare/

OBJECTIVE

Seeking a game development co-op utilizing strong programming skills in C# and Unity.
Available May 2021 – August 2021.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development

Expected May 2023
GPA: 3.8

SKILLS

Programming Languages: C#, HTML, CSS

Game Engines: Unity, MonoGame

Tools: Visual Studio 2019, Visual Studio Code, Git, Maya 2019, Photoshop CC

PROJECTS

Inverse Dungeon

4 months

- Developed a C# side-scrolling 2D platformer and dungeon crawler with a team of 4 in MonoGame in which the player-controlled character is a weak monster
- Programmed collision detection, jumping physics and the loading of the level from an external file
- Designed the game's background from existing free-use sprites and created sprite sheets for the characters in a way that supported fluid animation and collision detection
- Built the level for the game through an external tool that allowed for easy placement and interaction with sprite tiles that made up the game's foreground

Research Website

3 weeks

- Created a custom website to better display the information already gathered in a research paper about the future of augmented and virtual reality technologies using HTML, CSS, and Visual Studio Code
- Optimized the site to work with many different screen widths and sizes, as well as phone and tablet screens

WORK EXPERIENCE

Kroger

June 2019 – Present

Front-End Associate

Springfield, OH

- Maintain and supervise the self-checkout area, operate a cash register and efficiently help every customer, keep the customer's wants and needs in mind when bagging groceries and helping them outside
- Provide excellent customer service and be a positive force for the company through meaningful interactions with customers
- Adapt and learn new skills to cover positions when others are unable to work