

OBJECTIVE:

Seeking a game design co-op using strong programming skills in Java, C#, and Unity. Available January 2023 – August 2023.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2024

Bachelor of Science, Game Design and Development

GPA: 3.93

Related Courses: Data Structures and Algorithms I/II (C++), Web Design & Implementation (HTML/CSS), Interactive Media Development (C#), Game Dev & Algo Prob Solve I/II (C#), Game Design and Development I/II(C#), 2D Animation and Asset Prod (Unity)

SKILLS

Programming Languages: C#, Java, HTML, CSS, Python, C++

Tools: Visual Studio, Visual Studio Code, Unreal Engine, Unity, Photoshop CC, RPG Maker VX Ace, Monogame

PROJECTS

Kurtzpel Feedback Survey (Company Sponsored Project)

January 2020 - present

- Developed a survey to gather feedback for KOG's game Kurtzpel to help improve the quality of the game.
- Gathered and organized survey data and periodically provided summary reports to a team of developers.

Personality Quiz (Personal Project)

July 2021

- Created a personality quiz for Kurtzpel fans using Monogame in 3~5 hours.

Candy Game (Academic Project)

May 2021

- Created a 2-D platformer game in Monogame with a team of 4 people.
- Utilized custom assets and implemented moving platforms that would move down the screen as the player advances through the levels while avoiding falling pieces of candy.
- Lead programmer and designer.

WORK EXPERIENCE

Kurtzpel Community League

April 2020–present

North American Regional Administrator

Virtual

- Esports administrator for the North American region for the game Kurtzpel.
- Organized teams, assisted in running the matches, and provided commentary for the tournament finales.
- Enforce league rules and regulations and answer questions from players in the league.
- Collaborate with other regional administrators to modify rules and regulations at the end of each season of the league based on direct feedback from the players.

Emagination Tech Camps

Summer Only 2016- 2019

Senior Program Assistant

Bryn Mawr, PA

- Taught campers how to code and utilize software for making games. Assisted campers with projects involving HTML, CSS, Python, and Java. Educated campers on RPG Maker VX Ace and Photoshop software.
- Collaborated with other program assistants as part of a team to plan projects and activities to better the camp experience.
- Participated in a team leadership class of 15 individuals; learned and implemented leadership skills for assisting classes and organizing events.

Student Run IT Help Desk

September 2019–March 2020

IT Help Desk Analyst

Langhorne, PA

- Assisted students with Chromebook questions and troubleshooting.
- Assessed Chromebook issues and initiated requests for servicing by the school IT Department.
- Created a google form to track the Chromebook problems; analyzed and reported the trends to the head of the IT Department.