

Norman Greenberg

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EDUCATION

Rochester Institute of Technology

- Majoring in Game Design and Development.
- Graduation projected for December of 2016

EMPLOYMENT

Rochester Institute of Technology (August 2014 – Present)

- Teaching Assistant for Game Development Algorithmic Programming I and II

Digivations: Camp Demigod – Game Design and Programming Teacher (Summer of 2015)

- Taught Unity and C# to children and helped them create simple platformers over the course of a few weeks

LSC Services LLC - Online Retailer (June 2012- August 2013)

- Logistics – Set up systems for and was in charge of shipping and receiving
- Reporting – Worked on Amazon.com API to deliver sales data in an efficient and automated manner

Oberon Media - Online game publisher (Summer of 2010)

- Intern in publisher relations
 - Reviewed games coming in and helped to decide whether or not to put them on the site
 - Worked on quality assurance for some games that were to be published

SKILLS

- Proficient in languages such as Java, C#, and C++
- Proficient with game engines such as Unity and Unreal Engine
- Experienced with leading teams and maintaining communication between teams

PROJECTS

- Worked as a mechanic programmer for an RPG in unity
- Worked as lead designer for a successfully crowd funded party card game that was one of the finalists in Hasbro's Next Great Game Competition.