

Aidan Roberts

Game Development & Design Student

aidanroberts.dev | ar8179@rit.edu | (917) 428 6219

Objective	<i>Programmer with experience in development and design of games and a passion for creative problem solving and achieving goals. Seeking internship positions for game or software development teams, preferably frontend work, for the Summer of 2022.</i>	
Education	Rochester Institute of Technology, Rochester, NY Bachelor of Science in Game Design & Development, expected May 2023 Cumulative GPA: 3.2 Dean's List: Spring 2020, Spring 2021, Fall 2021	
Skills	Programming Languages: C#, C++, Java, JavaScript, HTML, CSS Software: Unity, Git, Microsoft Visual Studio, Visual Studio Code, Adobe Premiere, Adobe Photoshop, Microsoft Sony Vegas, Autodesk Maya, Adobe Illustrator, Monogame, Axure Management Tools: Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office Languages: English, Spanish (Written/Verbal)	
Experience	Software Engineering Intern at Pypestream May - Jul 2021 <ul style="list-style-type: none">Participated in daily scrum meetings, worked on development of unit tests, and assisted in secure coding, working closely with a development scrum team in a collaborative remote environment. Worked primarily in JavaScript and React through Microsoft Visual Studio Code and GitLab. Technology Counselor at Emagination Computer Camps Jun - Aug 2020 <ul style="list-style-type: none">Taught 10+ students aged 8-17 in daily 3 hour virtual sessions focused on Gimp, HTML/CSS. Helped to develop curriculums and lesson plans as well. Programming Assistant at Emagination Computer Camps Jun - Aug 2017 <ul style="list-style-type: none">Taught and helped chaperone teenagers at a summer program. This involved beginner to advanced Java and C# workshops, Photoshop workshops, and introductory Unity workshops. Quality Assurance Tester at Mango Concept Jan - Jun 2017 <ul style="list-style-type: none">Assisted in mid-to-late development stages with programming, bug testing, play testing, and research for a game called BeePopulate. This involved work with Unity and C# through Microsoft Visual Studio.	
Projects	Timeless Torture <ul style="list-style-type: none">Developed a 2D roguelike using C# and MonoGame in a team of 4.Am the Team Lead and a Game Programmer, where I help keep the team organized and on track, as well as helping to create the game itself. Class of 21XX <ul style="list-style-type: none">Developed a 2D puzzle platformer during the USC Summer GDD Program.Was the Team Lead and Lead Programmer, helping manage and create the game. Flappy Flipper <ul style="list-style-type: none">Developed a 2D side-scroller on my own for practice in game creation.	3 months, complete 2 weeks, complete 3 days, complete
Activities	Engineering House at Rochester Institute of Technology Sept 2019 - Present <ul style="list-style-type: none">Working on collaborative engineering projects, organizing and hosting events, and supporting each other with class work. D1 Overwatch Team at Rochester Institute of Technology Aug 2019 - Jul 2020 <ul style="list-style-type: none">Played the Off-tank role in Tespa matches, leading stats and being shot-caller. Game Design Club Founder at Salisbury School Sep 2018 - Jun 2019 <ul style="list-style-type: none">Founded a game design club at school, teaching and leading group discussions on the basics of game creation with 10 of my peers.	