

Aidan Roberts

Game Development & Design Student

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Objective	<i>Programmer with a passion for the development and design of games. Seeking frontend internship positions for game or software development teams for the Summer of 2023.</i>	
Education	Rochester Institute of Technology, Rochester, NY Bachelor of Science in Game Design & Development, expected Dec 2023 Dean's List: Spring 2020, Spring 2021, Fall 2021	
Skills	Programming Knowledge: C#, C++, Java, JavaScript, HTML, CSS Software: Unity, Git, Microsoft Visual Studio, Visual Studio Code, Monogame, Adobe Photoshop, Adobe Premiere, OpenGL, Box2D, Autodesk Maya, Adobe Illustrator, Axure, Swagger, Postman Management Tools: Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office Languages: English, Spanish (Written/Verbal)	
Experience	Unity Development & Quality Assurance Intern at Partie May - Jul 2022 <ul style="list-style-type: none">Responsible for fully developing a 3D desktop application with Unity. This involved C# programming, project management, asset creation, and creating API functionality. I was also responsible for API testing through Swagger and Postman. Software Engineering Intern at Pypestream May - Jul 2021 <ul style="list-style-type: none">Participated in daily scrum meetings, developed 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 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 various 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	The Dresden Files 2 weeks, complete <ul style="list-style-type: none">Developed a 2D platformer using C#/Unity in a team of 4 for a final project at RIT.Was the Lead Programmer, helping with camera scrolling, movement, sounds, UI, scene management, collision, and projectile physics. Timeless Torture 3 months, complete <ul style="list-style-type: none">Developed a 2D roguelike using C#/MonoGame in a team of 4.Was the Game Lead/ Lead Programmer, helping with team organization, as well as code movement, inventory, level generation, lighting, timer system, sounds, and overall concept. Class of 21XX 2 weeks, complete <ul style="list-style-type: none">Developed a 2D puzzle platformer using C#/Unity during the USC Summer GDD Program.Was the Game Lead/Lead Programmer, helping manage/organize the team, as well as code character swapping, special abilities, collision, projectile movement, and sound.	
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.	