

# Aidan Roberts

## Game Development & Design Student

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Objective	<i>Programmer with a passion for the development and design of games. Seeking <b>frontend</b> internship positions for game or software development teams for the <b>Summer of 2023</b>.</i>	
Education	<b>Rochester Institute of Technology, Rochester, NY</b> <b>Bachelor of Science in Game Design &amp; Development, expected Dec 2023</b> <b>Dean's List: Spring 2020, Spring 2021, Fall 2021</b>	
Skills	<b>Programming Knowledge:</b> C#, C++, Java, JavaScript, HTML, CSS, Dart <b>Software:</b> Unity, Git, Visual Studio, Visual Studio Code, Google, Audacity, Premiere, Photoshop, Monogame, OpenGL, Box2D, Flutter, Swagger, Postman, Maya, Axure, FileZilla <b>Management Tools:</b> Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office <b>Languages:</b> English, Spanish (Written/Verbal)	
Experience	<b>Unity Development &amp; Quality Assurance Intern at Partie</b>   May - Jul 2022 <ul style="list-style-type: none"><li>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.</li></ul> <b>Software Engineering Intern at Pypestream</b>   May - Jul 2021 <ul style="list-style-type: none"><li>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.</li></ul> <b>Technology Counselor at Emagination Computer Camps</b>   Jun - Aug 2020 <ul style="list-style-type: none"><li>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.</li></ul> <b>Programming Assistant at Emagination Computer Camps</b>   Jun - Aug 2017 <ul style="list-style-type: none"><li>Taught and helped chaperone teenagers at a summer program. This involved workshops for beginner to advanced Java and C#, Photoshop, and introductory Unity.</li></ul> <b>Quality Assurance Tester at Mango Concept</b>   Jan - Jun 2017 <ul style="list-style-type: none"><li>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.</li></ul>	
Projects	<b>State of Matter</b> <ul style="list-style-type: none"><li>Developed as a 3D FPS Puzzle/Combat Shooter using C#/Unity in a team of eight for IGME 580: Production Studio. Grant given by O3DE to continue development in C++/their engine.</li><li>I am the Lead Audio Designer, Lead UI/UX Programmer, and Voice Actor, focusing on the creation and implementation of all audio, full UI functionality, and performing all voice lines.</li></ul> <b>Timeless Torture</b> <ul style="list-style-type: none"><li>Developed a 2D roguelike using C#/MonoGame in a team of four.</li><li>I 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.</li></ul> <b>Class of 21XX</b> <ul style="list-style-type: none"><li>Developed a 2D puzzle platformer using C#/Unity during the USC Summer GDD Program.</li><li>I was the Game Lead/Lead Programmer, helping manage/organize the team, as well as code character swapping, special abilities, collision, projectile movement, and sound.</li></ul>	<b>1 semester, complete</b> <b>3 months, complete</b> <b>2 weeks, complete</b>
Activities	<b>D1 Overwatch Team at Rochester Institute of Technology</b>   Aug 2019 - Jul 2020 <ul style="list-style-type: none"><li>Played the Off-tank role in Tespa matches, leading stats and being shot-caller.</li></ul> <b>Engineering House Alumni at Rochester Institute of Technology</b>   Sept 2019 - Life <ul style="list-style-type: none"><li>Worked on collaborative engineering projects, organizing and hosting events, and supporting each other with class work in the first few years of college.</li></ul>	