

Aidan Roberts

Game Development & Design Student

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Objective	<i>Passionate for the development, design, and balancing of games, seeking full-time positions for game development teams following my graduation in Dec 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, JS, HTML, CSS, Dart, Visual Scripting (in general) Engines & Software: Unity, O3DE, MonoGame, Box2D, Git, Visual Studio, Visual Studio Code, Google, WWise, Audacity, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman, OpenGL 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 workshops for beginner to advanced Java and C#, Photoshop, and introductory Unity. 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	State of Matter <ul style="list-style-type: none">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.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. Timeless Torture <ul style="list-style-type: none">Developed a 2D roguelike using C#/MonoGame in a team of four.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. Class of 21XX <ul style="list-style-type: none">Developed a 2D puzzle platformer using C#/Unity during the USC Summer GDD Program.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.	1 semester, complete 3 months, complete 2 weeks, complete
Activities	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. Engineering House Alumni at Rochester Institute of Technology Sept 2019 - Life <ul style="list-style-type: none">Worked on collaborative engineering projects, organizing and hosting events, and supporting each other with class work in the first few years of college.	