Aidan Roberts
Game Design Student

ar8179@rit.edu | (917) 428 6219

Objective

Programmer with experience in development and design of games and a passion for creative problem solving and getting results. Seeking programming positions for game or software development teams for the summer internship time periods.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design & Development, expected May 2023
Cumulative GPA: 3.15, Dean's List Spring 2020-2021

Skills

Programming Languages: C#, Java, JavaScript, HTML, CSS
Software: Git, Unity, Monogame, Microsoft Visual Studio, Adobe Premiere, Adobe Photoshop, Microsoft Visual Studio Code, Sony Vegas, Autodesk Maya, Adobe Illustrator
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
- 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
- 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
- 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
- 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   **3 months, complete**
- 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   **2 weeks, complete**
- 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   **3 days, complete**
- Developed a 2D side-scroller on my own for practice in game creation.

Activities

Engineering House at **Rochester Institute of Technology** | Sept 2019 - Present
- 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
- 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
- Founded a game design club at school, teaching and leading group discussions on the basics of game creation with 10 of my peers.