Aidan Roberts
Game Development & Design Student
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Objective

Programmer with a passion for the development and design of games. Seeking internship positions for game or software development teams, preferably frontend, for the Summer of 2022.

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design & Development, expected May 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, 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
- 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

The Dresden Files   **2 weeks, complete**
- 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**
- 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**
- 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
- 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.