

# Aidan Roberts

## Game Developer

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**Education**      **Rochester Institute of Technology, Rochester, NY**  
**Bachelor of Science for Game Design & Development, expected May 2023**  
**Cumulative GPA: 3.22, Dean's List Spring 2020**

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**Skills**      **Programming Languages:** C#, Java, Javascript, HTML/CSS  
**Software:** Microsoft Visual Studio, Unity, Microsoft Visual Studio Code, Adobe Photoshop, Git, Adobe Illustrator, Adobe Premiere, Autodesk Maya, Sony Vegas, Microsoft Office  
**Languages:** English, Spanish (Read/Write)

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**Experience**      **Technology Counselor at Emagination Computer Camps | Jun - Aug, 2020**

- Taught multiple daily online classes, where I led children and teenagers through advanced programming and media classes, including Graphic Design, Web Design, and more.

**Game Design Club Founder at Salisbury School | Sep - Jun, 2019**

- Founded a game design club in my school, where I taught around 10 of my peers the basics of making a game and the games industry as a whole.

**Programming Assistant at Emagination Computer Camps | Jun - Aug, 2017**

- Taught and helped chaperone teenagers at a summer program at Fairfield University. 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.

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**Projects**      **Class of 21XX**

- 2D puzzle platformer, worked as lead programmer with 3 friends
- Created during the USC Summer GDD Program

**Flappy Flipper**

- 2D side-scroller, an attempt to practice being a solo developer and artwork