Aidan Roberts

Game Developer

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Education   **Rochester Institute of Technology**

Bachelor of Science for Game Design & Development, expected May 2023

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

Experience   **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.

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.

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