

# Aidan Roberts

## Game Design Student

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<b>Objective</b>	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.	
<b>Education</b>	<b>Rochester Institute of Technology, Rochester, NY</b> <b>Bachelor of Science in Game Design &amp; Development, expected May 2023</b> <b>Cumulative GPA: 3.22, Dean's List Spring 2020</b>	
<b>Skills</b>	<b>Programming Languages:</b> C#, Java, JavaScript, HTML/CSS <b>Software:</b> Unity, Monogame, Microsoft Visual Studio, Adobe Photoshop, Git, Adobe Illustrator, Adobe Premiere, Sony Vegas, Microsoft Visual Studio Code, Autodesk Maya <b>Management Tools:</b> Trello, Discord, Slack, Google Workspace, Microsoft Office <b>Languages:</b> English, Spanish (Written/Verbal)	
<b>Experience</b>	<b>Technology Counselor at Emagination Computer Camps</b>   Jun - Aug 2020 <ul style="list-style-type: none"><li>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.</li></ul> <b>Programming Assistant at Emagination Computer Camps</b>   Jun - Aug 2017 <ul style="list-style-type: none"><li>Taught and helped chaperone teenagers at a summer program. This involved beginner to advanced Java and C# workshops, Photoshop workshops, and introductory Unity workshops.</li></ul> <b>Quality Assurance Tester at Mango Concept</b>   Jan - Jun 2017 <ul style="list-style-type: none"><li>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.</li></ul>	
<b>Projects</b>	<b>Timeless Torture</b> <ul style="list-style-type: none"><li>Developed a 2D roguelike using C# and MonoGame in a team of 4.</li><li>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.</li></ul> <b>Class of 21XX</b> <ul style="list-style-type: none"><li>Developed a 2D puzzle platformer during the USC Summer GDD Program.</li><li>Was the Team Lead and Lead Programmer, helping manage and create the game.</li></ul> <b>Flappy Flipper</b> <ul style="list-style-type: none"><li>Developed a 2D side-scroller on my own for practice in game creation.</li></ul>	<b>3 months, complete</b>  <b>2 weeks, complete</b>  <b>3 days, complete</b>
<b>Activities</b>	<b>Engineering House at Rochester Institute of Technology</b>   Sept 2019 - Present <ul style="list-style-type: none"><li>Am a member of special interest housing, where we work on various engineering and collaborative projects.</li></ul> <b>D1 Overwatch Team at Rochester Institute of Technology</b>   Aug 2019 - Jul 2020 <ul style="list-style-type: none"><li>Played the Off-tank role in Tespa matches, leading stats and being shot-caller.</li></ul> <b>Game Design Club Founder at Salisbury School</b>   Sep 2018 - Jun 2019 <ul style="list-style-type: none"><li>Founded a game design club at school, teaching and leading group discussions with 10 of my peers the basics of game creation/design and industry standards.</li></ul>	