

Aidan Roberts

Game Design Student

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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.	
Education	Rochester Institute of Technology, Rochester, NY Bachelor of Science in Game Design & Development, expected May 2023 Cumulative GPA: 3.22, Dean's List Spring 2020	
Skills	Programming Languages: C#, Java, JavaScript, HTML/CSS Software: Unity, Monogame, Microsoft Visual Studio, Adobe Photoshop, Git, Adobe Illustrator, Adobe Premiere, Sony Vegas, Microsoft Visual Studio Code, Autodesk Maya Management Tools: Trello, Discord, Slack, Google Workspace, Microsoft Office Languages: English, Spanish (Written/Verbal)	
Experience	Technology Counselor at Emagination Computer Camps Jun - Aug 2020 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">Developed a 2D side-scroller on my own for practice in game creation.	3 months, ongoing 2 weeks, complete 3 days, complete
Activities	Engineering House at Rochester Institute of Technology Sept 2019 - Present <ul style="list-style-type: none">Am a member of special interest housing, where we work on various engineering and collaborative projects. D1 Overwatch Team at Rochester Institute of Technology Aug 2019 - Jul 2020 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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.	