

Aidan Roberts

Game Developer

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Address: 91 Crosby St. Apt PHE, NY, NY, 10012

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.
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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