

# Aaron Fleischer

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## **OBJECTIVE**

Seeking an internship in the gaming industry to develop my skills with game design and coding.  
Available May 2022 – December 2022.

## **EDUCATION**

**Rochester Institute of Technology (RIT)**, Rochester, New York  
*Bachelor of Science, Game Design & Development*

Expected May 2023  
**GPA: 3.5**

## **WORK EXPERIENCE**

### **TabulaRasa Healthcare**

May 2020 – August 2020, June 2021 – August 2021

*IT Support – Seasonal*

Moorestown, NJ

- Resolved around 50 IT support tickets in JIRA by myself
- Imaged about 40 computers for incoming interns
- Built 60+ standing desks for call center employees
- Set up nearly 50 workspaces in roughly 2 weeks with help
- RMA'd laptops and monitors with hardware issues
- Updated antivirus for approximately 30 people
- Used Active Directory, Splashtop, and JIRA

## **VOLUNTEER EXPERIENCE**

### **BrickHack 6**

February 2020

- Managed resources and assisted participants of the 24-hour BrickHack hackathon

### **BrickHack 7**

February 2021

- Managed resources and assisted participants of the 24-hour BrickHack hackathon

### **Habitat for Humanity**

November 2019, February 2020

- Helped with infrastructure support and clearing floors at a Habitat for Humanity build

### **Food Pantry at Connecticut Farms Presbyterian**

May 2021, June 2021, July 2021

- Helped set up monthly food pantry and assisted people who came to the pantry

## **SKILLS**

**Programming Languages:** C#, C++, Java

**Tools:** Visual Studio 2019, JIRA, MonoGame, Maya, Unity

## **PROJECTS**

### **Crunch Time (Academic Project)**

May 2020

- Created a top down shooter in C# (Visual Studio 2019/MonoGame) with 3 other people
- Tasked with documenting art and interface of game
- Using C#, implemented the navigation through different game states
- Using C#, programmed GUI with another team member
- Utilized Trello to keep track of tasks