Robert White

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Education

Rochester Institute of Technology

Aug 2022 - May 2026

BS in Computer Science

o GPA: 4.0

Experience

Software Engineering Co-op

Rochester, NY

D3 Engineering Jan 2024 - Aug 2024

- Wrote a Linux kernel driver in C for a camera from start to finish and assisted with the development of two others
- $\circ\,$ Modified CI/CD pipeline to generate multiple releases from the same code base for different customers
- o Created python scripts and test plans to assist QA in testing features such as frame sychronization

Software Engineering Intern

Cedar Rapids, IA

Collins Aerospace May 2023 - Aug 2023

- Converted an existing C++ HUD code base from rendering on a proprietary chip to OpenGL
- Developed a deterministic rendering system including fonts, symbols, nested transformations, and images to operate in a safety critical environment

Projects

Deepspace Dredgers

 $2022 ext{-}Present$

- Developing a 2-player procedurally generated horror game set in a submarine
- Implemented a server browser using Steam's API allowing players to join each other without external communication
- Wrote a deterministic map generator and seabed generator to synchronize meshes between server and client
- o Added seamless additive scene loading and transition between point and click to first person gameplay

IT Simulator 2020-2022

- \circ Designed and published a 2-player co-op horror game from scratch to a 93% positive review rating and over 4,000 copies sold
- Implemented a networked AI with several states (patrolling, chasing, stunned) capable of navigating a non-static environment
- Developed two asynchronous game play experiences (first person controller, point and click) in a single game instance

Leadership

President

Rochester, NY

March 2024 - Present

RIT Game Developer's Club

- $\circ\,$ Manage relations with the University and external groups such as GDC Showcase
- Organized a schedule of presentations and playtest nights

Skills

Languages: C++, C, C#, Python, Java, GLSL, JavaScript, HTML, CSS

Technologies: Unity, OpenGL/ES/SC, Steamworks, Mirror, Git, SVN, JIRA, Trello, Visual Studio, Vim, LATEX, GitLab