Robert White

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Available Starting June 2026
Looking for entry positions as a Software Engineer

Experience

Software Engineering Intern, Features *Remote*
Second Dinner - Video Game Studio *May 2025 - Aug 2025*
- Developed a robust full-stack framework for running a variety of limited time events
- Created unit tests for critical limited event code to ensure stability
- Skills: C#, xUnit, Unity, REST, Jira, Agile, iOS, Android, AWS, MacOS, OOP

Software Engineering Co-op *West Henrietta, NY*
D3 Embedded - Embedded Electronics *Jan 2024 - Aug 2024*
- Wrote a Linux kernel driver in C for a camera from start to finish and contributed to two more
- Modified CI/CD pipeline to generate multiple releases from the same code base for different customers
- Skills: C, C++, Python, Bash, Linux Kernel Development, Open Projects, Waterfall

Software Engineering Intern *Cedar Rapids, IA*
Collins Aerospace - Aerospace Electronics *May 2023 - Aug 2023*
- Converted an existing C++ HUD code base from rendering on a proprietary chip to OpenGL
- Developed a deterministic rendering engine to operate in a safety critical environment
- Skills: C++, OpenGL, OpenGL SC, Windows, OOP

Projects

Wizard Tower *2024-2025*
- Created reusable AI nodes using behavior trees to rapidly iterate on enemy AI
- Designed and implemented a dynamic "style" system to rate a player's gameplay based on combo variety
- Skills: Godot, gdscript, Trello

Deepspace Dredgers *2022-2024*
- Worked on a 2-player procedurally generated horror game set in a submarine
- Implemented a server browser using Steam's API allowing random players to join each other
- Wrote a deterministic map generator with synchronized generation between clients
- Skills: Unity, C#, Steamworks

IT Simulator *2020-2022*
- Designed a 2-player horror game as a solo developer to a **93%** positive rating and over **4,000** copies sold
- Implemented two asymmetric game play experiences (first person, point and click) in a single server instance
- Skills: Unity, C#, Steamworks

Leadership

President *Rochester, NY*
RIT Game Developers Club *March 2023 - Present*
- Coordinated meeting schedule, room reservation, and presented on various technical topics

Skills

Languages: C++, C, C#, Python, Java, GLSL, JavaScript, HTML
Technologies: Unity, Godot, OpenGL/ES/SC, Steamworks, Mirror, Git, SVN, Jira, Trello, LaTeX, GitLab, Linux Kernel Development

Education

Rochester Institute of Technology *Aug 2022 – May 2026*
BS in Computer Science
- **GPA: 4.0**