

Robert White

rjwhitenh@outlook.com
(603) 809-3265
armedturret.com

<http://github.com/armedturret>
www.linkedin.com/in/armedturret

EDUCATION: **Rochester Institute of Technology**
Bachelor of Science in Computer Science
GPA: 4.0

Rochester, NY
Expected May 2026

SKILLS: **Programming Languages:** C++, C, C#, CSS, Java, JavaScript, HTML, Python, GLSL
Development Software: Visual Studio, VS Code, MobaXTerm, Blender
Technologies: Version Control (Git, SVN), OpenGL/ES/SC, Mirror, Photon, Embedded, Object Oriented Programming, JIRA, Trello, Steamworks, Angular, Linux, NVIDIA Jetson

PROJECTS:

- Designed the 3D co-op horror game "IT Simulator" and released to a 91% positive review rating and \$10k in net profit
- Developing the asymmetric co-op horror game "Deepspace Dredgers" in Unity with C# and the Mirror networking API
- Programmed a 3D game engine with a functional scene view and lighting system.
- Developed a single player platformer game "Cave Plague" in 48 hours in Unity with a partner. Won best overall for the RGDC Halloween Game Jam.

WORK EXPERIENCE:

Bad Byte Games **Hudson, NH**
Lead Developer **5/20 – Present**

- Develop multiplayer horror games and publishing them on Steam
- Utilize Unity, C#, Blender, and Photon/Mirror for networking
- Published "IT Simulator" to \$10k in revenue and a 91% positive rating

D3 Engineering **Rochester, NY**
Software Engineering Co-Op **1/24 - 8/24**

- Developed Linux Drivers in C for various cameras
- Worked within the NVIDIA Jetson ecosystem
- Developed various Gitlab CI/CD process improvements

Collins Aerospace **Cedar Rapids, IA**
Software Engineering Intern **5/23 – 8/23**

- Programmed embedded software with OpenGL and C++
- Communicated with senior engineers to understand requirements

AWARDS & HONORS:

- RIT Dean's List Recipient Fall 2022-Spring 2023
- National Merit Scholar Recipient

CLUBS:

RIT Game Dev Club **Rochester, NY**
President **4/23 – Present**

- Create presentations on various game development topics
- Assist in club organization and game jam planning

FIRST Robotics Team 2342 **Hudson, NH**
President/Software Lead **9/17 – 5/22**

- Oversaw creation of a robot in 6 weeks
- Implemented manual and autonomously controlled code with C++ and wpilib
- Trained new members and ensured proper-cross subteam communication

References available upon request