

Robert White

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OBJECTIVE: Looking to obtain a summer/fall co-op in software engineering or a similar position.
Available May 2024

EDUCATION: **Rochester Institute of Technology** **Rochester, NY**
Bachelor of Science in Computer Science Expected May 2027
GPA: 4.0

SKILLS: **Programming Languages:** C++, C, C#, CSS, Java, JavaScript, HTML, Python, SQL, Node.js, GLSL, Steamworks
Development Software: Visual Studio, VS Code, MobaXTerm, Blender
Technologies: Version Control (Git, SVN), OpenGL, Mirror, Photon, Embedded, Object Oriented Programming, JIRA, Trello

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.
- Made the game "Direct Current" in 48 hours as part of a 3 man team.

WORK EXPERIENCE:

Bad Byte Games	Hudson, NH
Lead Developer	5/20 – Present
<ul style="list-style-type: none">• 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	
Collins Aerospace	Cedar Rapids, IA
Software Engineering Intern	5/23 – 8/23
<ul style="list-style-type: none">• Programmed embedded software with OpenGL and C++• Communicated with senior engineers to understand requirements• Utilized JIRA and svn to organize collaboration	

AWARDS & HONORS:

- RIT Dean's List Recipient Fall 2022/Spring 2023
- RGDC Halloween Game Jam 2022 Best Overall
- RGDC Valentine's Game Jam 2023 Best Overall
- National Merit Scholar Recipient

CLUBS:

RIT Game Dev Club	Rochester, NY
Cabinet Member	4/23 – Present
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• 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	