

Robert White

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

Rochester, NY
Expected May 2027

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

PROJECTS:

- Designed the 3D co-op horror game "IT Simulator" and released to a 91% positive review rating and \$10k in net profit
- Utilized PID control loops to develop autonomous routines for various FRC robots
- 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
Lead Developer

Hudson, NH
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

Collins Aerospace
Software Engineering Intern

Cedar Rapids, IA
5/23 – 8/23

- 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
Cabinet Member

Rochester, NY
4/23 – Present

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

FIRST Robotics Team 2342
President/Software Lead

Hudson, NH
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