

Robert White

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Available Starting May 2026

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

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

Projects

Wizard Tower

2024-Present

- 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, L^AT_EX, GitLab, Linux Kernel Development

Education

Rochester Institute of Technology

Aug 2022 - May 2026

BS in Computer Science

- **GPA: 4.0**