

## Robert White

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**OBJECTIVE:** Looking to obtain a summer/fall or spring/summer co-op in software engineering or a similar position.

Available May 2024

**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:

<b>Bad Byte Games</b>	<b>Hudson, NH</b>
<b>Lead Developer</b>	<b>5/20 – Present</b>
<ul style="list-style-type: none"><li>• Develop multiplayer horror games and publishing them on Steam</li><li>• Utilize Unity, C#, Blender, and Photon/Mirror for networking</li><li>• Published "IT Simulator" to \$10k in revenue and a 91% positive rating</li></ul>	
<b>Collins Aerospace</b>	<b>Cedar Rapids, IA</b>
<b>Software Engineering Intern</b>	<b>5/23 – 8/23</b>
<ul style="list-style-type: none"><li>• Programmed embedded software with OpenGL and C++</li><li>• Communicated with senior engineers to understand requirements</li><li>• Utilized JIRA and svn to organize collaboration</li></ul>	

### 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:

<b>RIT Game Dev Club</b>	<b>Rochester, NY</b>
<b>Cabinet Member</b>	<b>4/23 – Present</b>
<ul style="list-style-type: none"><li>• Create presentations on various game development topics</li><li>• Assist in club organization and game jam planning</li></ul>	
<b>FIRST Robotics Team 2342</b>	<b>Hudson, NH</b>
<b>President/Software Lead</b>	<b>9/17 – 5/22</b>
<ul style="list-style-type: none"><li>• Oversaw creation of a robot in 6 weeks</li><li>• Implemented manual and autonomously controlled code with C++ and wpilib</li><li>• Trained new members and ensured proper-cross subteam communication</li></ul>	