

# Robert White

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Available Starting May 2026

## Experience

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### 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, AWS, MacOS

### 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, Windows

## Projects

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### 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

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### President

*Rochester, NY*

*RIT Game Developers Club*

*March 2023 - Present*

- Coordinated meeting schedule, room reservation, and presented on various technical topics

## Skills

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**Languages:** C++, C, C#, Python, Java, GLSL, JavaScript, HTML

**Technologies:** Unity, Godot, OpenGL/ES/SC, Steamworks, Mirror, Git, SVN, Jira, Trello, L<sup>A</sup>T<sub>E</sub>X, GitLab, Linux Kernel Development

## Education

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**Rochester Institute of Technology**

*Aug 2022 - May 2026*

*BS in Computer Science*

- **GPA: 4.0**