Robert White

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Available May-Aug 2025

Education

Rochester Institute of Technology *Aug 2022 – May 2026*
BS in Computer Science
- **GPA: 4.0**

Experience

Software Engineering Co-op *Rochester, NY*
D3 Engineering *Jan 2024 - Aug 2024*
- Wrote a Linux kernel driver in C for a camera from start to finish and assisted with the development of two others
- Modified CI/CD pipeline to generate multiple releases from the same code base for different customers
- Created python scripts and test plans to assist QA in testing features such as frame sychronization
- Technologies: C, C++, Python, Bash, Linux Kernel

Software Engineering Intern *Cedar Rapids, IA*
Collins Aerospace *May 2023 - Aug 2023*
- Converted an existing C++ HUD code base from rendering on a proprietary chip to OpenGL
- Developed a deterministic rendering system including fonts, symbols, nested transformations, and images to operate in a safety critical environment
- Technologies: C++, OpenGL, OpenGL SC

Projects

Deepspace Dredgers *2022-Present*
- Developing a 2-player procedurally generated horror game set in a submarine
- Implemented a server browser using Steam's API allowing players to join each other without external communication
- Wrote a deterministic map generator and seabed generator to synchronize meshes between server and client
- Added seamless additive scene loading and transition between point and click to first person gameplay
- Technologies: Unity, C#, Steamworks

IT Simulator *2020-2022*
- Designed and published a 2-player co-op horror game from scratch to a **93%** positive review rating and over **4,000** copies sold
- Implemented a networked AI with several states (patrolling, chasing, stunned) capable of navigating a non-static environment
- Developed two asynchronous game play experiences (first person controller, point and click) in a single game instance
- Technologies: Unity, C#, Steamworks

Leadership

President *Rochester, NY*
RIT Game Developer's Club *March 2024 - Present*
- Manage relations with the University and external groups such as GDC Showcase
- Organized a schedule of presentations and playtest nights

Skills

Languages: C++, C, C#, Python, Bash, Java, GLSL, JavaScript, HTML, CSS
Technologies: Unity, OpenGL/ES/SC, Steamworks, Mirror, Git, SVN, JIRA, Trello, Visual Studio, Vim, LaTeX, GitLab, Linux Kernel