

## Robert White

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armedturret.com

<http://github.com/armedturret>  
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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

**References available at [armedturret.com/references](http://armedturret.com/references)**