Thomas Anderson

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OBJECTIVE

Seeking a game design co-op/internship using skills in C#, C++, JavaScript, Python, and Java. Available spring 2026.

EDUCATION AND AWARDS

Rochester Institute of Technology, College of Computing and Information

Rochester, NY

Bachelor of Science, Game Design and Development

Anticipated May 2026

- GPA: 4.0
- Awarded Dean's List Spring 2025
- Recipient of the Presidential Scholarship
- Honors student

Relevant Coursework: Mathematics of Graphical Simulation I, Problem Solving with Data Structures and Algorithms for Games, Real Time Simulation for Games II

SKILLS

Technical Skills: Unity, Monogame, Maya, Substance Painter, Visual Studio IDE, Git, Figma **Programming Languages:** C#, C++, JavaScript, TypeScript, Python, Java, HTML, CSS, Deluge **Operating Systems:** Windows, Linux

PROJECT EXPERIENCE

WARD (Personal Project)

August 2024 - Current

- Developed a single-player 2D roguelike game using the Monogame framework in C#
- Created all UI systems, including buttons, toggles, radio buttons
- Designed and implemented systems for dynamically coloring sprites

Auxiliary Power (Academic Project)

March 2025 - May 2025

- Created a short interactive story using Twine, CSS, and JavaScript
- Crafted a compelling narrative using CSS styling and strong language choice

CraftUp (Academic Project)

February 2024 - March 2024

- Implemented tile-based collisions and player and enemy behavior
- Cooperated with a team of 4 to manage time and workload, resulting in a polished game
- Designed a custom tool to streamline the creation of different enemy types, allowing enemies to be loaded from external files
- Incorporated user feedback collected during a playtest to enhance the user experience

WORK EXPERIENCE

United Mortgage Corp.

Melville, NY

Programming Specialist

May 2025 - August 2025

- Automated converting and exporting CRM data as XML to optimize workflows
- Worked on an SMS chatbot using OpenAl APIs
- Drafted webpages for collecting and sending data to a database

VOLUNTEER EXPERIENCE

Shift2, Volunteer

February 2024 - April 2024

- Performed maintenance checks and wipes on donated laptops
- Disassembled unusable laptops and desktop computers to recycle valuable components