CONTACT

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📍 83 Lincoln St.
Glen Ridge, NJ 07028

Skills

Languages:

C# Java C/C++ Javascript

Python HTML/CSS HLSL/CG

Game Software:

Unity   Maya   Visual Studio

Blender UE4   MonoGame

Other Software:

Illustrator Photoshop After Effects

Git Microsoft Project /Office

Honors & Awards

▸ Intel's 2018 GDC Showcase Speaker

▸ Magic Studios GDC Showcase

▸ Microsoft Imagine Cup Game Jam Winner

▸ Triseum - Educational Games Ambassador

▸ IGM Ambassador

▸ Honors College

▸ Dean's List

Activities

▸ Electronic Gaming Society

▸ Computer Science House

▸ D-II Club Rugby

▸ Weightlifgting Club

▸ Alpha Phi Alpha Mentee Program

Barrington Campbell
Game Developer

Education

Rochester Institute of Technology, Rochester, NY   **Expected Graduation:** 2020
GPA: 3.84 – Honors and Dean's List (Fall 2016 – Present)
Bachelors of Science: Game Design and Development   **Minor:** Communication

Interactive Games and Media Ambassador – A highly selective association of passionate students who represent the IGM majors through different events and meeting with prospective students.

Projects

MetroGnome
- Selected to speak at GDC 2018 and the Intel University Showcase.
- First place in the Microsoft Imagine Cup Game Jam at RIT.
- Developed a 3D voxel rhythm game as the Technical Artist.
- Full character design, rig, and animation.
- Voxel environmental art and design.

Augmented Reality vs Virtual Reality
- Two player cat and mouse game, implementing multiplayer between a mobile tablet and the HTC Vive
- Developed shaders; currently working on a physical based cell shader.
- Worked on character rigging, implementing an IK/FK rig for ease of animation

Weekly Game Development
- Expanded knowledge on Game Development elements by researching and creating different games each for the duration of a week.
- Created procedurally generated and destructible mesh, implemented in a tank battle game.

ColoRun
- Indie Developer of an endless runner puzzle game for multiple platforms.
- Developed quasi random board generator.
- Mobile swipe controls.
- Designed intuitive puzzle game mechanics.

Experience

2D ANIMATION AND ASSET PRODUCTION TEACHING ASSISTANT
Rochester Institute of Technology   January 2017 - Present
- Aiding students in need of assistance using different in class software, such as Photoshop, After Effects, and Illustrator
- Grading different assignments from 2D animated storylines to game asset packages.

VIRTUAL REALITY ASSISTANT
RIT Fitness Lab   November 2017 - Present
- Analyzing how various games effect different players' cardiorespiratory ability by monitoring heart rate
- Assisting patrons with use of the HTC Vive through explanation and example.

GAME DEVELOPMENT INTERN
Fire Water Game Studio   April 2016 - May 2016
- Learned different features of Unity Engine by following given daily tasks and assignments.
- Explored the development of a 3D game by creating assets using modeling software.
- Designed a large story driven open-world map.