BARRINGTON F. CAMPBELL II

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EDUCATION:

ROCHESTER INSTITIUTE OF TECHNOLOGY, ROCHESTER, NY   Expected Graduation: 2020
GPA: 3.83 – Honors and Dean's List (Fall 2016 – Present)   **B.S.** Game Design and Development

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.

Courses: C# Game Development and Algorithm Program Solving I/II, C++ Data Structures and Algorthms for Game Development, Game Design & Development I, 3D Modeling and Rendering, 2D & 3D Animation and Asset Production, Interactive Media Development, Web Application Development, Web Design and Implementation, Storytelling Across Media, Discrete Mathematics, Mathematical Graphical Simulation I/II, Calculus I, Physics,

SKILLS:

Programming Languages and API's: C#, Java, HTML, CSS, Javascript, Python, HLSL/CG, XAML, SQLite, APEX code, MQL4
Software: Visual Studio, Unity, Maya, Blender, MagicaVoxel, Xamarin, Unreal Engine, Photoshop, AfterEffects, Illustrator, MonoGame, Microsoft Project, Pyxel Edit, Microsoft Office, Git, SourceTree, Unix, Linux

PROJECTS:

- **MetroGnome –** First place in the Microsoft Imagine Cup Game Jam at RIT. Selected to showcase at GDC 2018. Developed a 3D voxel rhythm game as a Technical Artist working on character creation, environmental art, and UI/UX.
- **Weekly Game Development** – Expanded knowledge on Game Development elements, such as procedurally generated meshes and Low-Poly art, by researching and creating different games, each spanning the time of a week.
- **ColoRun** - Striving Indie Developer of an endless runner puzzle game for multiple platforms. Developed quasi random board generator, mobile swipe controls, and intuitive mechanics.
- **Horde Mentality** - Team leader for a XNA-based top down zombie survival game; managed source and data control, organized daily tasks, coordinated and conducted necessary meetings.

EXPERIENCE:

VIRTUAL REALITY ASSISTANT   Nov 2017 – Present
RIT Fitness Lab

- 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.

FITNESS ATTENDANT   August 2017 – Present
RIT Weidman Fitness Center

- Supervising the fitness centers activities and equipment.
- Responding proactively to questions or concerns from patrons.
- Aiding patrons regarding equipment use, spotting lifters, and enforcing the rules.
- Responsible for opening and closing the facility according to proper procedures

GAME DEVELOPMENT INTERN   April 2016 – May 2016
Fire Water Game Studio

- 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, including different environments.

ACTIVITIES:

Triseum – Learning Game Development Ambassador	Fall 2017 - Present
Electronic Gaming Society	Fall 2016 - Present
Computer Science House Alumni	Fall 2016 - Present
D-II Club Rugby	Fall 2016 - Present